CALL OF DUTY
INFINITE WARFARE

Campaign Boot Camp

For First-Time Players

OUT OF RANGE

If this is your first *Call of Duty* game or the first time playing a first-person shooter, then this chapter has everything you need to get started. We'll cover all the gameplay basics, and the basic strategies we've developed after playing 14 *Call of Duty* games!

Infinite Warfare's campaign mode literally has you diving straight into the action. If you want to learn about new gameplay elements in *Infinite Warfare*, skip ahead to the For *Call of Duty* Veterans section.

Combat

Firearms

Almost all of the gameplay of *Infinite Warfare* involves slinging a firearm and charging into battle against the SDF and their drone army. To wield a weapon effectively, there are some basic concepts to understand.

- **Aim Down Sight (ADS):** The Aim Down Sight button is the key to firing your weapon accurately. When you press and hold this button, your view changes to look down your weapon's sight (in most cases). Looking down a sight increases accuracy significantly, but it decreases your ability to move around just as much.
- **Hipfire:** When aiming and firing without Aim Down Sight, you are engaging in what is called "hipfire." When firing with hipfire, you rely on the on-screen crosshairs to determine where you are firing. Weapons are less accurate, and will less reliably hit an enemy in this mode. Some weapons, like the sniper rifle, are almost impossible to use effectively with hipfire.

AIM ASSIST

There's an important setting available in the game's settings menu. By default, this is turned "on" in the campaign. Aim Assist pops your crosshairs to an enemy whenever you press the ADS button. This can really help if you are new to first-person shooters. Some experienced players may prefer to play with the setting off since you do lose some control over where your sight is when you press ADS.

Melee

In most of the campaign, engaging in melee is exceedingly rare. In fact, the only missions where melee is an important factor are the stealth missions (see the Stealth section later).

However, knowing where your Melee button is is important for both Quick Time Events and emergencies.

During some Quick Time Events, you will be called on to quickly hit the Melee button to pass the cinematic event. This is usually when rodeoing the C12 tanks (more on that in the walkthrough).

Emergencies entail any time an enemy sneaks up on you (or you accidentally sprint too close to an enemy). If you suddenly see an enemy one or two steps away from you, melee may be the best way out of the situation. However, this comes with a caveat: melee in *Infinite Warfare* is significantly less powerful than in previous iterations of *Call of Duty*, and it can take two or three hits to bring down an enemy.

When you play through the game, you will earn the knife perks that significantly increase your melee damage. This makes game replays easier, and melee a more effective tactic.

Equipment

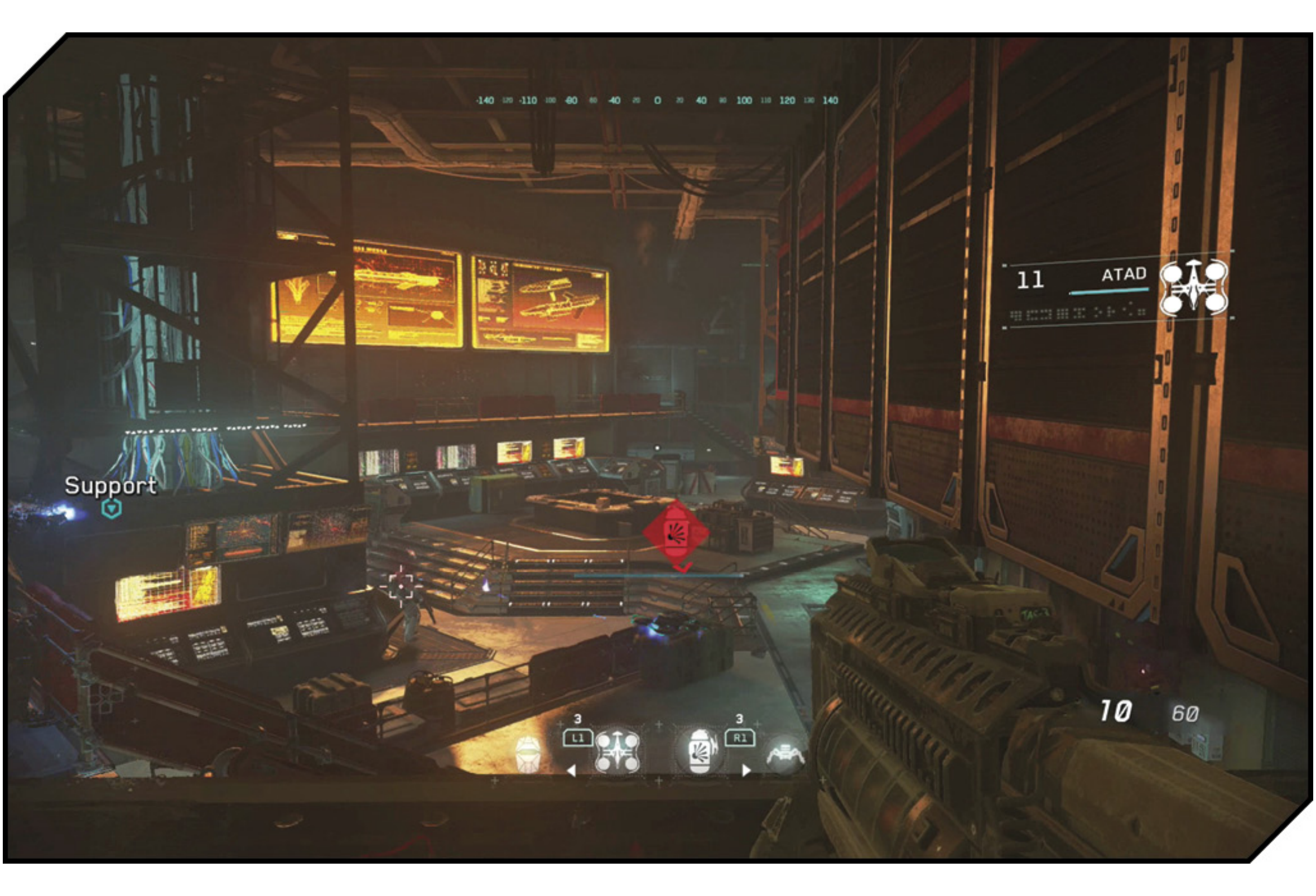
There are two categories of equipment:

- **Lethal:** These Grenades are designed to kill the enemy. The Lethals in *Infinite Warfare* are the most lethal grenades ever seen in the franchise.
- **Tactical:** These devices make engaging with the enemy easier. They provide a variety of benefits, including the ability to hack robots, a super-effective shield, and drone tech.

For more information on both types of equipment, check out the Armory section.

You aren't the only one with the ability to use grenades. SDF are constantly tossing Frag Grenades at your position (particularly on the harder difficulties).

Keep an eye on the HUD for the Grenade Throwback symbol. When you see it, you need to make a split-second decision. Either run away from the grenade, or run toward it. The easier choice here is to run away, and unless the grenade is very close, it is the recommended action.



If a grenade happens to land very close to you (the grenade icon will be relatively large on your screen), you should attempt to throw it back. Move toward the grenade indicator, and when you are on top of the grenade, hit the Lethal button to throw it back. You only have about three seconds to do this, otherwise the grenade might blow up in your hands.

Navigating the Battlefield

In most cases, you will be navigating the battlefield on your own with the movement stick. If this is the first time you've ever played a first person game, this may take a while to get used to. Look around with the left stick and move with the right stick. You must use both together to smoothly navigate through the battlefield.

If the up/down directions on the movement stick seem off to you, you can invert the direction in the game's settings menu.

If you are ever confused about where to go next, look around for a white or blue Nav icon that appears on the screen. This is the next object you need to interact with to proceed in the campaign. Generally, you need to hit the Activate button (see Interacting later) to progress.

Sprinting

Sprinting is an extremely useful technique to master for evading combat or diving into cover. It can also make long runs more tolerable. Your character can sprint for several seconds, but then must take a rest by walking at normal speed for a few seconds before they can begin sprinting again.

The trick to sprinting is remembering you can't fire or reload while sprinting. So if you start sprinting in the middle of a weapon's reload, you automatically cancel the reload when you start the sprint.

However, you can unlock a perk later in the game that allows you to fire and reload while sprinting.

Stances

There are three stances in all *Call of Duty* games:

- **Standing:** The standard stance. This is the best for quick movement, but the least accurate. You must be standing to sprint.
- **Crouched:** This stance increases accuracy and also makes it harder for enemies to hit you. The drawback is you will move significantly slower than when you are standing. However, this is a happy medium between standing and prone, increasing accuracy but not inhibiting movement so much you can't evade a grenade.
- **Prone:** Prone sprawls you out on the ground. This is best when you come under heavy fire with no cover in the area. While prone, it is very difficult to move. This is a great position from which to fire light machine guns or sniper rifles, as it significantly improves weapon accuracy.

Tapping the Stance button toggles between standing and crouched. Holding the Stance button enters and exits prone.

Zero-G Navigation

If you played *Call of Duty: Ghosts*, you may remember the space levels where you had to engage in combat in low- or no-gravity conditions. Since much of *Infinite Warfare* takes place in space, there are several space-walking Zero-G gameplay sections.

The trick to fighting in space is realizing there is truly no "up" direction. You can use the D-Pad to rotate your character around 360 degrees. You can also press Up on the D-Pad to realign yourself upright in relation to the battlefield. This makes finding cover in tricky spots much easier.

While free-floating in space, your character uses micro rockets to move around. This is less responsive than when you are in an Earth-gravity environment. If you are near a ship or other large metal surface, you can hit the Crouch button to align your feet with the metal to "lock on" to the surface with your magnet boots. Once locked in with magnet boots, you can freely move around like you are in regular gravity. If you hit the Jump button, you release from the hull and are once again in Zero-G.

Press L1 to cancel grapple
SATO
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Interacting

Interacting covers everything from pulling debris off of fallen soldiers, to opening a door, to hacking a computer. Most actions happen automatically, but some, like the Proximity Hack, will take some time to complete. If there is a timer involved for completion, you can see it at the top of your HUD.

Checkpoints

As you progress through the game, you will trigger Checkpoints. *Infinite Warfare* uses an algorithm to determine if your character is in danger. If you are out of danger, and have progressed past a milestone in the level, you will be rewarded a Checkpoint. When you die, you will return to your most recent Checkpoint.

Additionally, if you quit the game before completing a level, when you select "Resume Game" from the campaign menu, it will return you to the last saved Checkpoint.

Active Suit Upgrades

Completing most levels grants you an Active Suit Upgrade. These can be viewed in the pause menu.

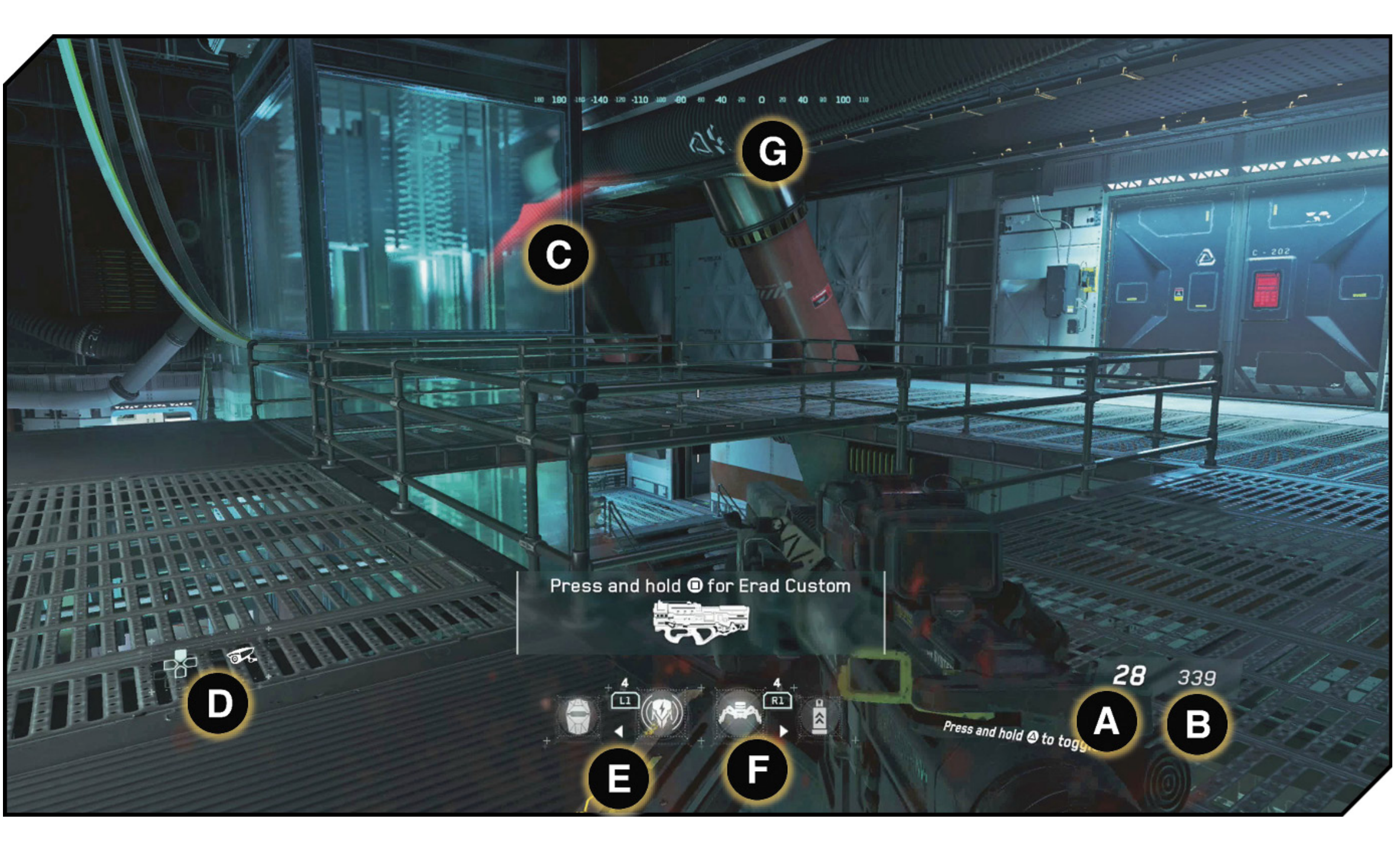
Perk	Description	Unlocked
Blast Shield	Reduced damage from explosions.	Operation Burn Water
Extra Equipment	Equip more Tactical and Lethal equipment.	Operation Port Armor(one in Civilian Terminal and one in Boarding Party)
Focus	Reduced flinch and sway.	Operation Sudden Death
Quick Swap	Switch weapons faster.	Operation Dark Quarry
Steady Aim	Increased hipfire accuracy.	Operation Black Sky
Fast Reload	Faster reloading.	Operation Taken Dagger
Quick Draw	ADS faster.	Operation D-Con
Agility	Boost to agility.	Operation Black Flag
Fast Regen	Faster health regeneration.	Operation Deep Execute
Knife	Melee replaced with knife (more damage).	Operation Dark Quarry
Electro-Knife	Melee replaced with Electro-Knife (even more damage).	Operation Trace Kill

HUD

Your HUD gives you vital information about what you currently have equipped, your ammo count, your next objective, and what direction enemies are attacking from.

In addition to the basics, the HUD also indicates when you have damaged or killed an enemy. When you fire on an enemy and kill them, the crosshairs will briefly turn into a red X. Alternately, if your shots only wounded an enemy, the X will be white.

Additionally, all Lethal Grenades send a damage report to your HUD. Enemies injured or killed by the blast are indicated there.



Legend

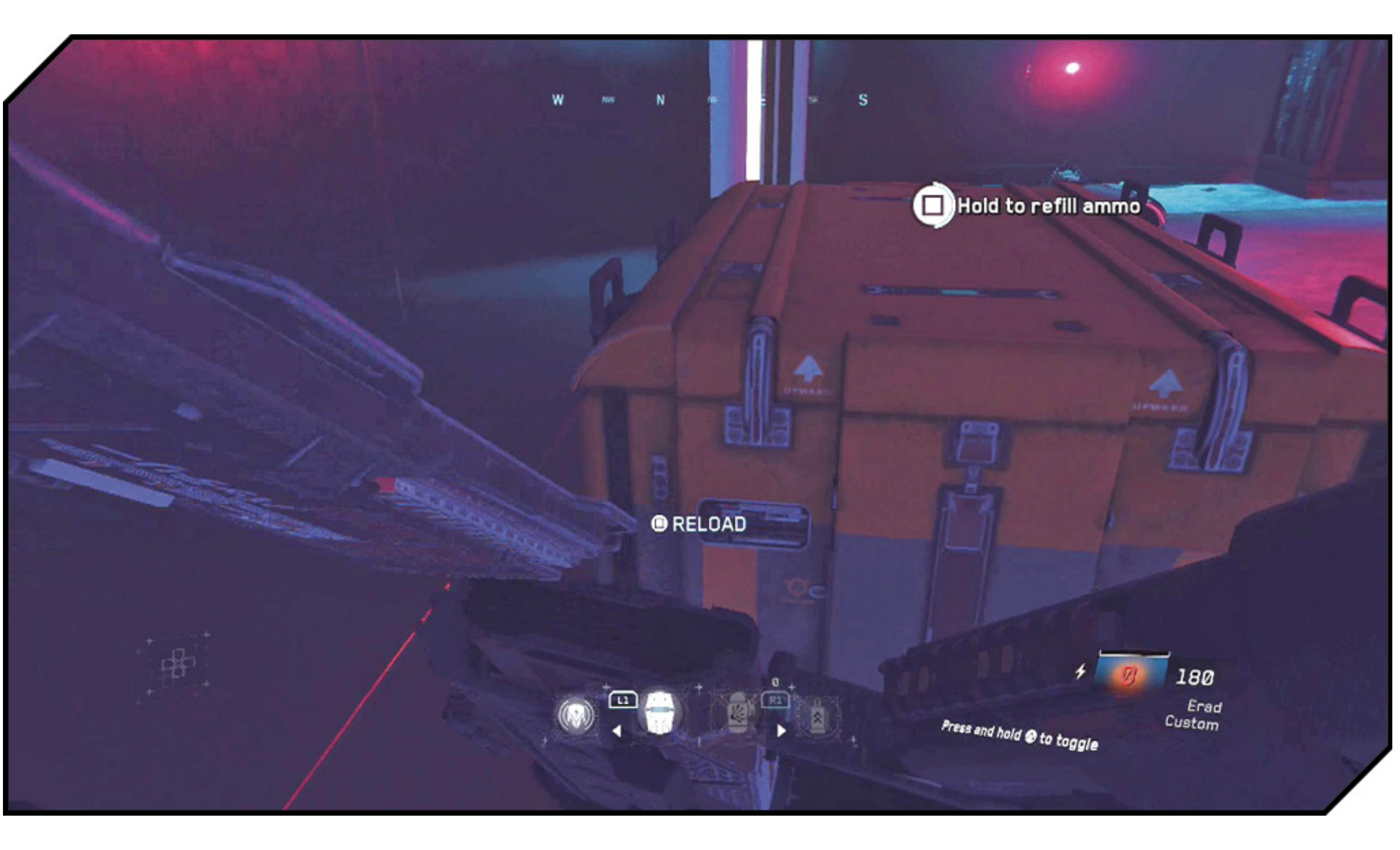
- Ⓐ Current Clip Ammo
- Ⓑ Total Ammo
- Ⓒ Incoming Damage Direction
- Ⓓ Inventory
- Ⓔ Tactical Equipment
- Ⓕ Lethal Grenade
- Ⓖ Compass

Ammo Crates

While playing through the campaign, keep an eye out for large mechanical-looking boxes. These are ammo crates and can be used to resupply your ammunition.

Using an ammo crate will refill your supply for each weapon you are carrying, but it won't refill your current clip. When you are using a heavy, large-clip weapon, like an LMG, it's always a good idea to reload the weapon before using an ammo crate. This ensures you have maximum ammunition before moving on.

Ammo crates do not work for the heavies class of weapon.



Taking Damage

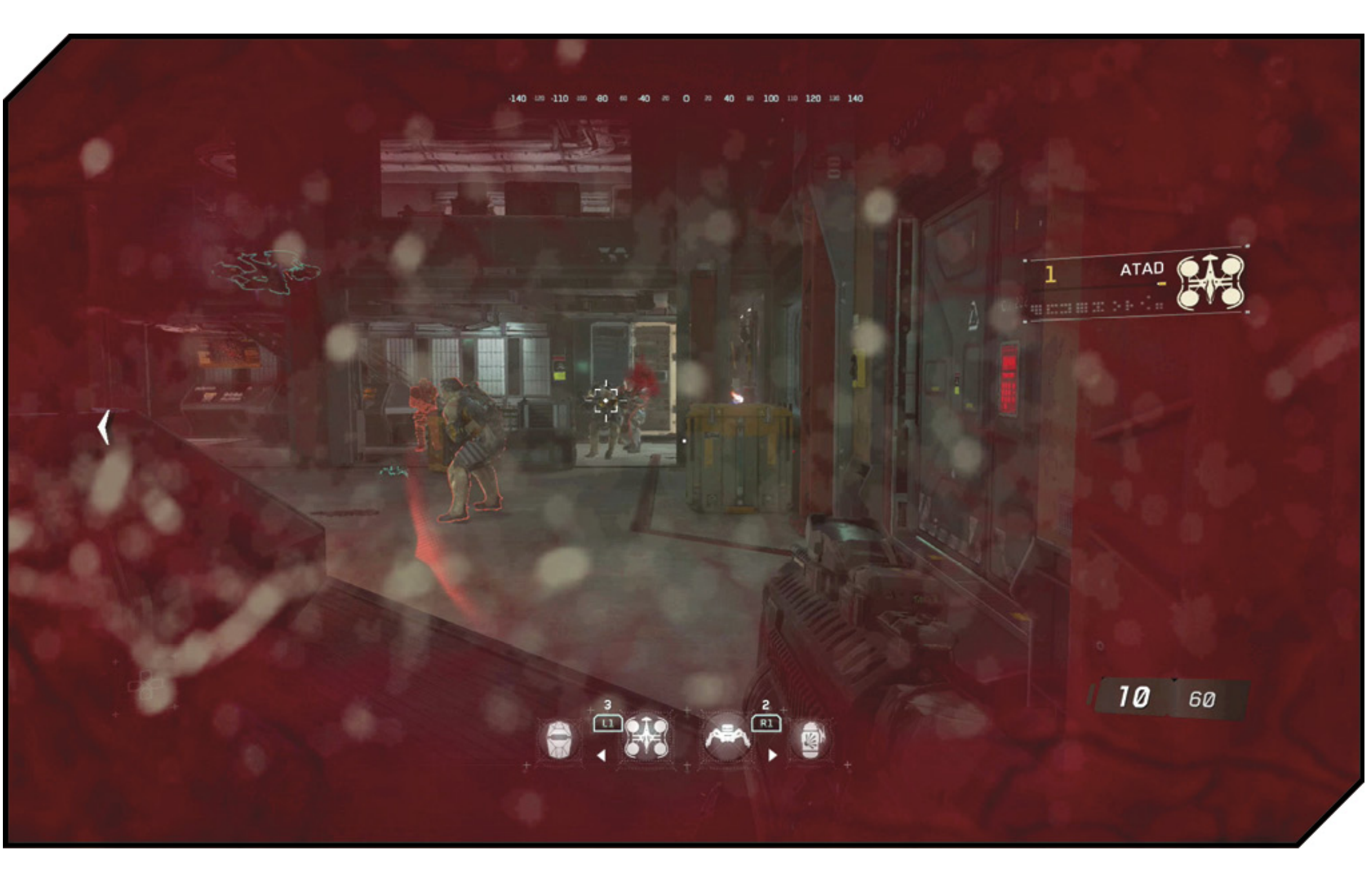
Infinite Warfare uses the standard *Call of Duty* damage system (it's been in since *Call of Duty 2*). When you take damage from an enemy, several things happen at once.

First, your screen goes red. The darkness of the red indicates how much damage you have taken, and how close you are to dying.

Second, your accuracy and ability to move are hindered. If you are firing a weapon, it will become impossible to aim accurately for a few seconds, and you may get kicked out of Aim Down Sight mode. It will also be momentarily hard to move.

Third, you will see a red direction indicator that shows you the general direction the damage came from. This helps you figure out where you are exposed and get ready to return fire on the enemy.

After you take damage, you must wait several seconds to heal. To heal, you must avoid taking further damage until your HUD starts to lighten in color. It's always a good idea to dive into cover when you take damage. **Never** leave cover when you are damaged. It's the easiest way to get killed.



Basic Strategy

Now that you are familiar with the gameplay basics, it's time to extend that knowledge into basic strategy. If you've played a military FPS game before, many of these concepts will be familiar.

Rule Number One: Patience!

The absolute top tip for any new player in *Call of Duty* is patience. Never sprint into a situation you aren't aware of. Always wait to heal before reenganging with the enemy. There are always going to be challenging parts of your playthrough (even on the easiest difficulties), so don't get frustrated if you continually die. Instead, pause the game, take a moment to think about what you're doing, and try to come up with a new way to approach the situation. Trust us; even if a section seems impossible, it's doable!

Use Cover

Cover is an absolute key to surviving in the game. Use crouch and prone around battlefield objects to block the enemy's vision. Shoot with Aim Down Sight from behind cover to pick off enemies. Like real life, if the enemy can only see a small part of your body, you are much less likely to be hit by them.

Even more experienced players who prefer a "run and gun" approach will immediately dive into cover when they take damage. Being outside of cover when you are damaged is a bad situation, and will generally lead to a respawn at the last Checkpoint.

Fire in Bursts

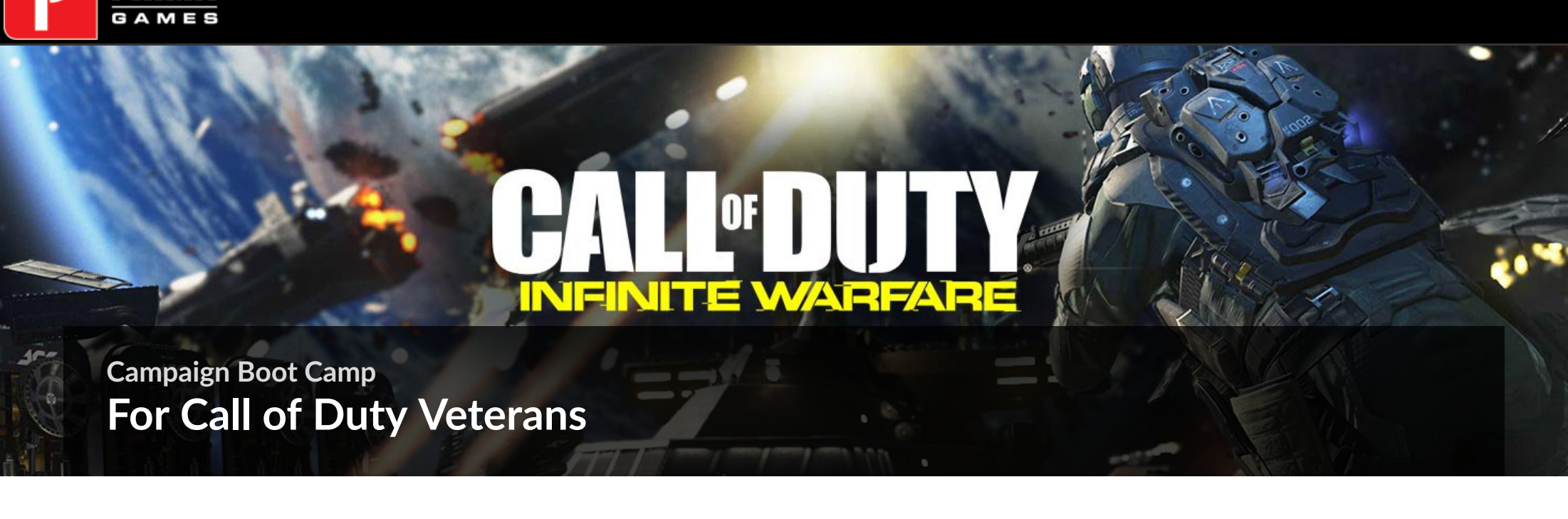
Most weapons in *Infinite Warfare* are fully automatic. This means if you hold the trigger down, they will continually fire. The problem is, the longer you hold the trigger down, the more the gun will recoil and the less accurately it will behave.

To increase your accuracy, fire all weapons in short bursts. The exact number of rounds will vary per weapon and player, but you should soon get a feel for how many shots you can fire and avoid excessive recoil.

Watch your Ammo

Be aware of your weapon's clip size. You need to always be ready to duck behind cover and retreat from combat when your weapon is out of ammo. Most guns take several seconds to reload, even with reload speed attachments equipped.

If you find yourself exposed with no ammo in your primary weapon, remember you can quickly switch to your secondary weapon. Hopefully you remembered to reload that one!



Campaign Boot Camp

For Call of Duty Veterans

This section forward is for both returning Veterans and new players. Here we're covering only the new aspects of the game introduced by *Infinite Warfare*.

Fighting Drones vs Humans

The future of *Infinite Warfare* presents a new type of ammunition: energy ammunition. Weapons will either fire energy or ballistic ammunition—none of them can switch between ammo types. Energy ammunition has three distinct advantages over ballistic:

- It is extremely effective against drones and robots. This means that energy weapons are the go-to weapons on missions that require going up against a lot of mechanical opposition.
- Many energy weapons can automatically recharge ammunition. This means it is less likely that your favorite energy gun will run out of ammunition mid-mission. Energy weapons only recharge ammunition when they are equipped (unless you have the Fusion Mag attachment).
- Energy shots can "reflect" when they hit an enemy, bouncing off and hitting other nearby enemies.

Energy ammunition is more effective against drones, and conversely, ballistic ammunition works better against humans. Realizing this difference should affect which weapons you decide to bring with you on each mission.

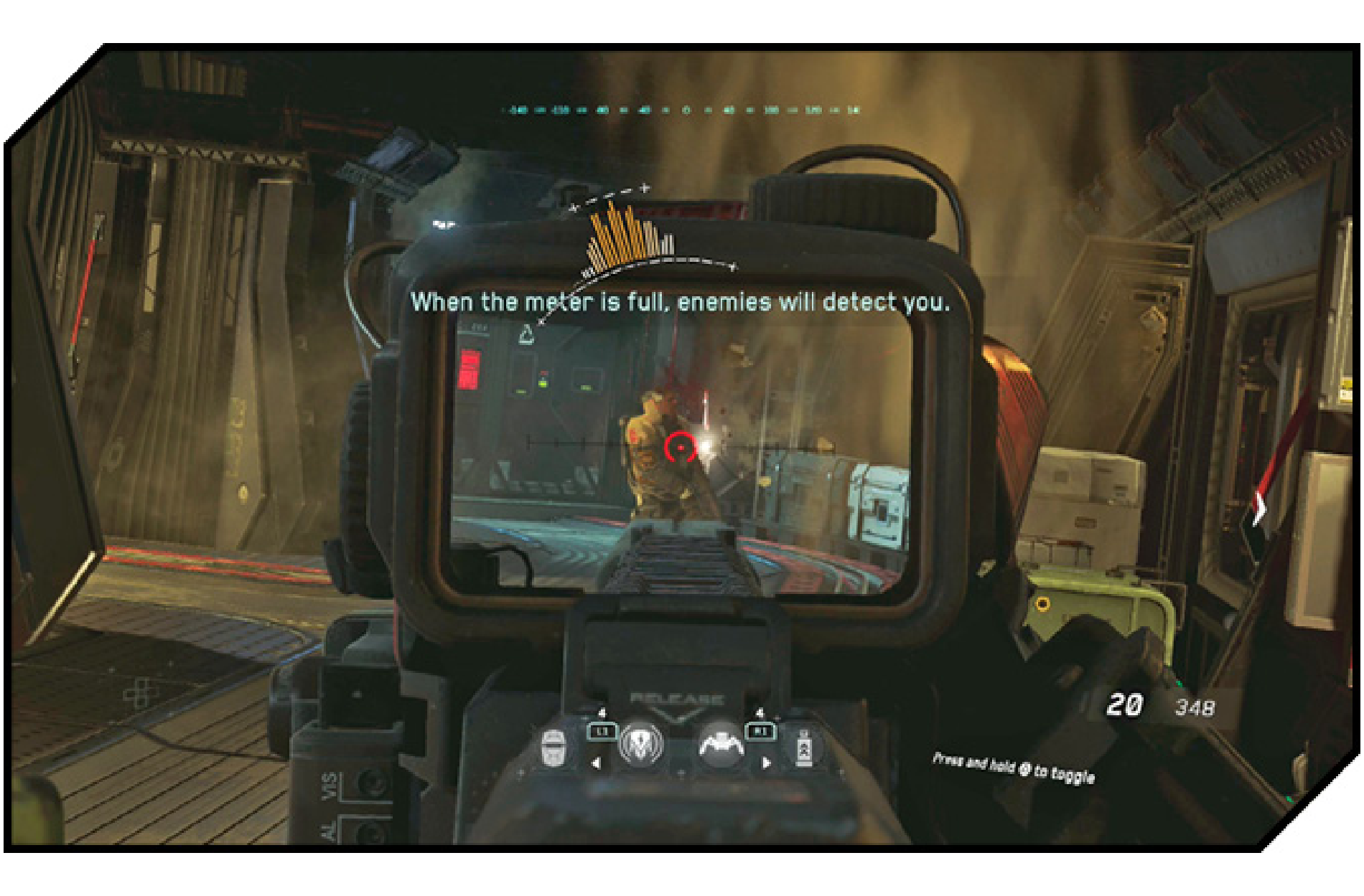
Stealth

While stealth has always been a part of *Call of Duty* missions, *Infinite Warfare* takes it to a new level. There are several missions where stealth is vital to your success.

On any stealth level, there are several things you should know about to improve your odds.

Suppressed Weapons

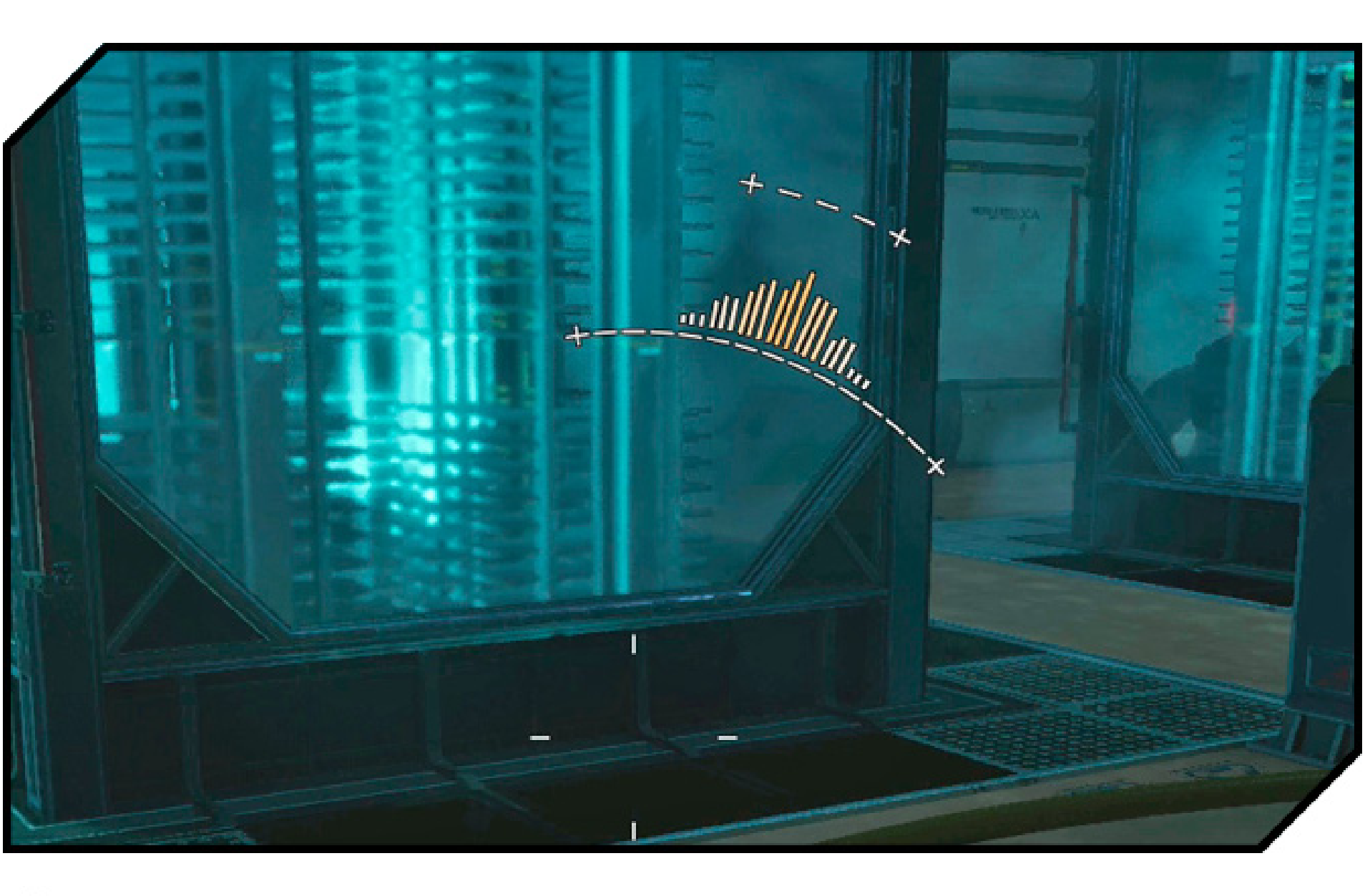
Stealth requires silence. On stealth missions you must use a suppressed weapon to avoid alerting the enemies in an area. The game will recommend a suppressed weapon on the loadout screen, but enemy weapons won't necessarily be suppressed. If you find a weapon, look for the silencer at the end of a weapon to make sure it's suppressed.



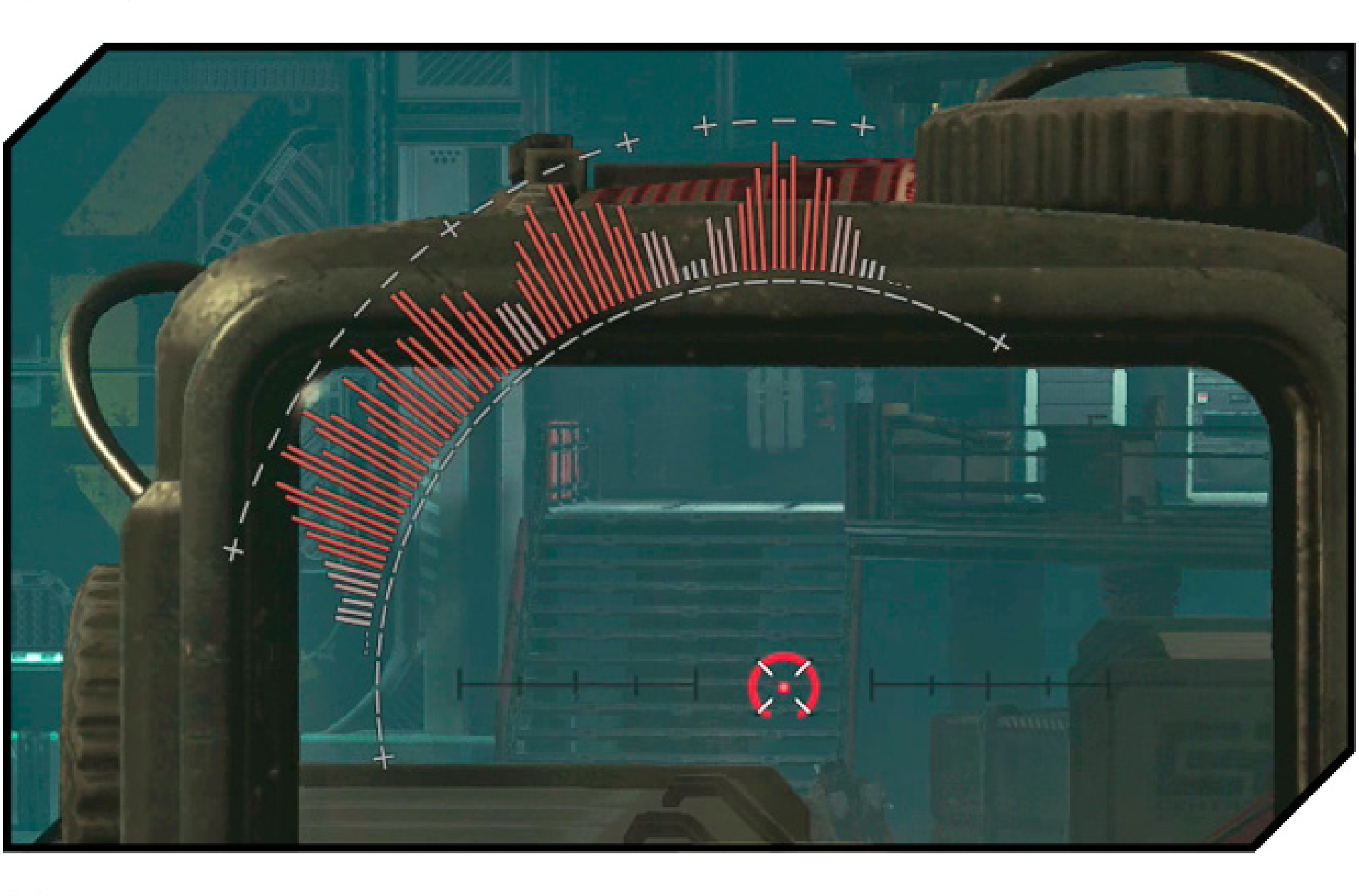
Suppressed weapon attacks are never audibly detected, but if you kill an enemy in front of another, it will alert the nearby guards.

Stealth Meter

A stealth meter activates whenever stealth is in use. This meter appears in the center of your HUD and will display the direction of nearby enemies, as well as how close you are to being detected. The greater the danger of detection, the bigger and redder the bars.



Safe



Danger

Light

Light plays a major role in successful stealth. If you are standing in light, stealth meters are more sensitive and more likely to go off. Keep an eye on the floor of the area in which you are standing. Try to stick to the shadows as you move around; this will make it less likely you will be seen.

Sound

You make much less sound if you are crouched while moving around. Whenever a mission requires an enemy to not see you, it's vital that you move around in crouched mode. You do move slower, but enemies won't hear your approach, and it's much easier to score stealth melee kills.

30 349
Press and hold to toggle

Enemy Field of View

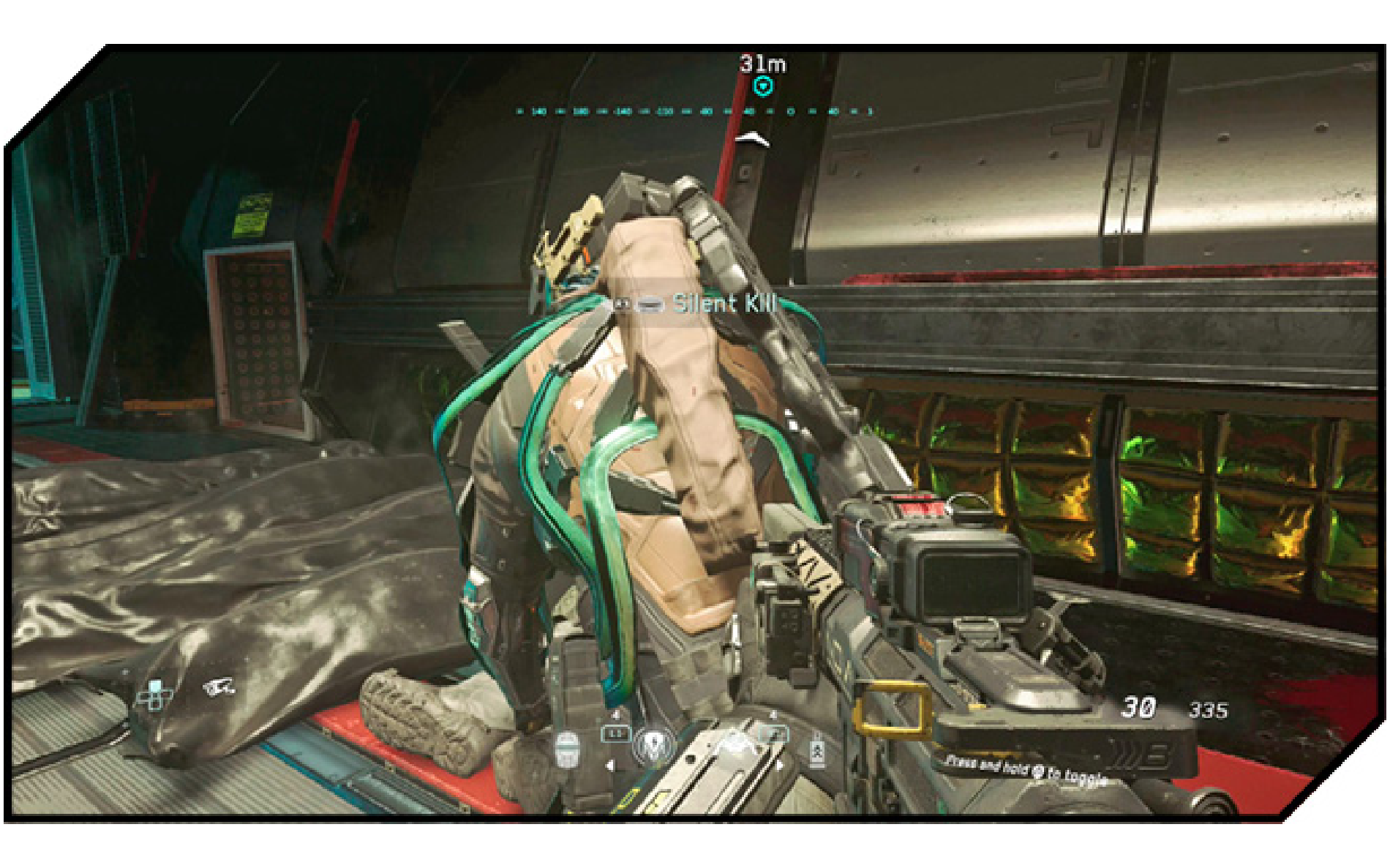
Enemies aren't always looking directly ahead. They actually look around quite a bit. An enemy glancing off to his right as you advance while crouched can blow your stealth.

There's no direct way to see an enemy's field of view. You need to infer that they can see about a thirty-degree cone coming out from wherever the center of their head is positioned.

This is especially important when determining if an enemy will be seen when you kill them with a suppressed weapon.

Silent Kills

While killing an enemy with a suppressed weapon is generally safe, if you are stuck with no suppressed weapons, you can sneak up on an enemy and trigger the Silent Kill event. If you get behind an enemy and they are unaware of you, you will see the Silent Kill prompt on-screen. Hit the Melee button to execute a silent and 100 percent deadly attack.



Space Combat

The most significant addition to *Infinite Warfare* is the extensive amount of ship combat you will engage in. As leader of an elite navy SCAR squadron, many missions will have you take to the air, space, and beyond to engage the enemy.

Throughout the campaign, you will always be flying one type of ship: the UNSA Jackal. It's a quick ship with low armor and big guns. In the future of *Infinite Warfare*, naval combat entails huge ships with massive weaponry (destroyers and A-Jaks). However, these large ships are extremely vulnerable to small ships like Jackals that can perform "hit and run" tactics. To combat the small ships, each destroyer has several squadrons of "Skelters" they can deploy to protect the ship. Every space mission will entail extensive dogfighting with these smaller ships.

Afterburners

Your Jackal is equipped with Afterburners. These can be activated with the Sprint button. Afterburners are vital for quickly evading enemies and changing positions on the battlefield.

When you activate your burners, a meter appears on the screen. You can only keep them active for about ten seconds before they need to recharge.

Free Movement

You can use the D-Pad to freely rotate your ship in space. Performing barrel rolls in space with this technique is one of the best ways to avoid incoming fire from a Skelter on your tail.

To recenter your ship after rotating it, hold up on the D-Pad.

Flares

Enemies will frequently attack you with missiles. When this happens, your HUD lights up with incoming-missile warning indicators. To avoid getting hit by the missile, you must quickly hit your Flares button (the Tactical Equipment button in regular missions) to deploy small rockets that will divert the incoming rocket.

Flares take several seconds to recharge between uses. It's vital you never attract the attention of multiple missile-firing enemies. Otherwise you could get caught at the wrong end of a missile volley while your flares are recharging.

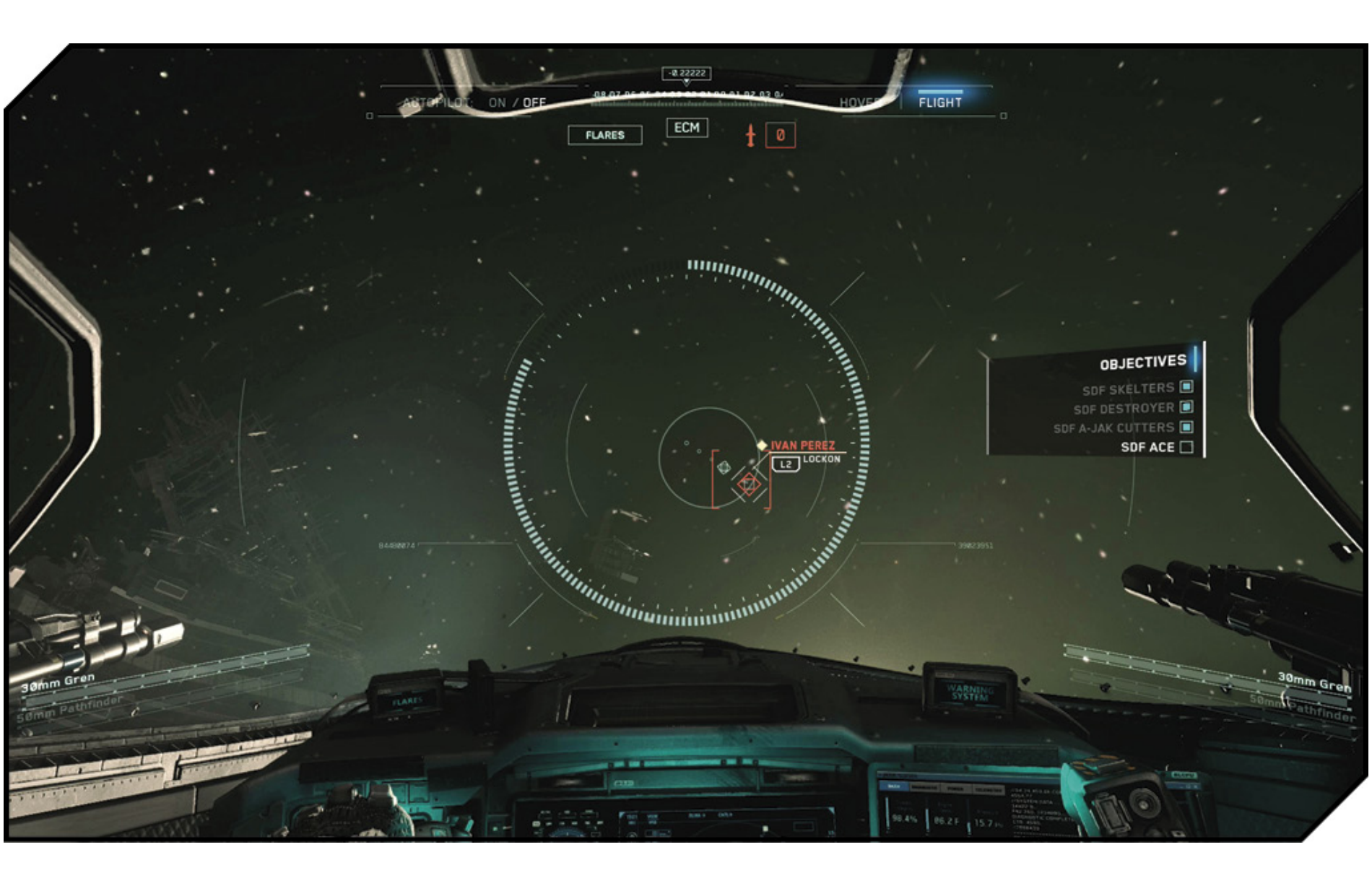
Lock On

Whenever an enemy is flying in front of you (whether it's a dogfight or an attack on a big freighter), you can use the Lock On button (the Aim Down Sights button in regular missions) to center an enemy on your screen.

In dogfights the lock on allows you to more easily chase a zigging and zagging enemy. There are limits, however. If an enemy maneuvers very quickly or reverses direction, you may lose your lock. Additionally, locking in dogfights can be dangerous. In a field with a lot of obstacles, the enemy could steer you into debris, inflicting massive damage to your ship.

Against naval ships, lock ons can make hitting a ship's guns easier for your large cannons. Quickly lock on before you fire your cannons to ensure they find a solid target on the side of the ship.

If you are attempting to lock on a Skelter and the lock isn't sticking, this usually means that the Skelter is coming right at you. Either open up with your guns immediately, or move to evade the incoming attack.



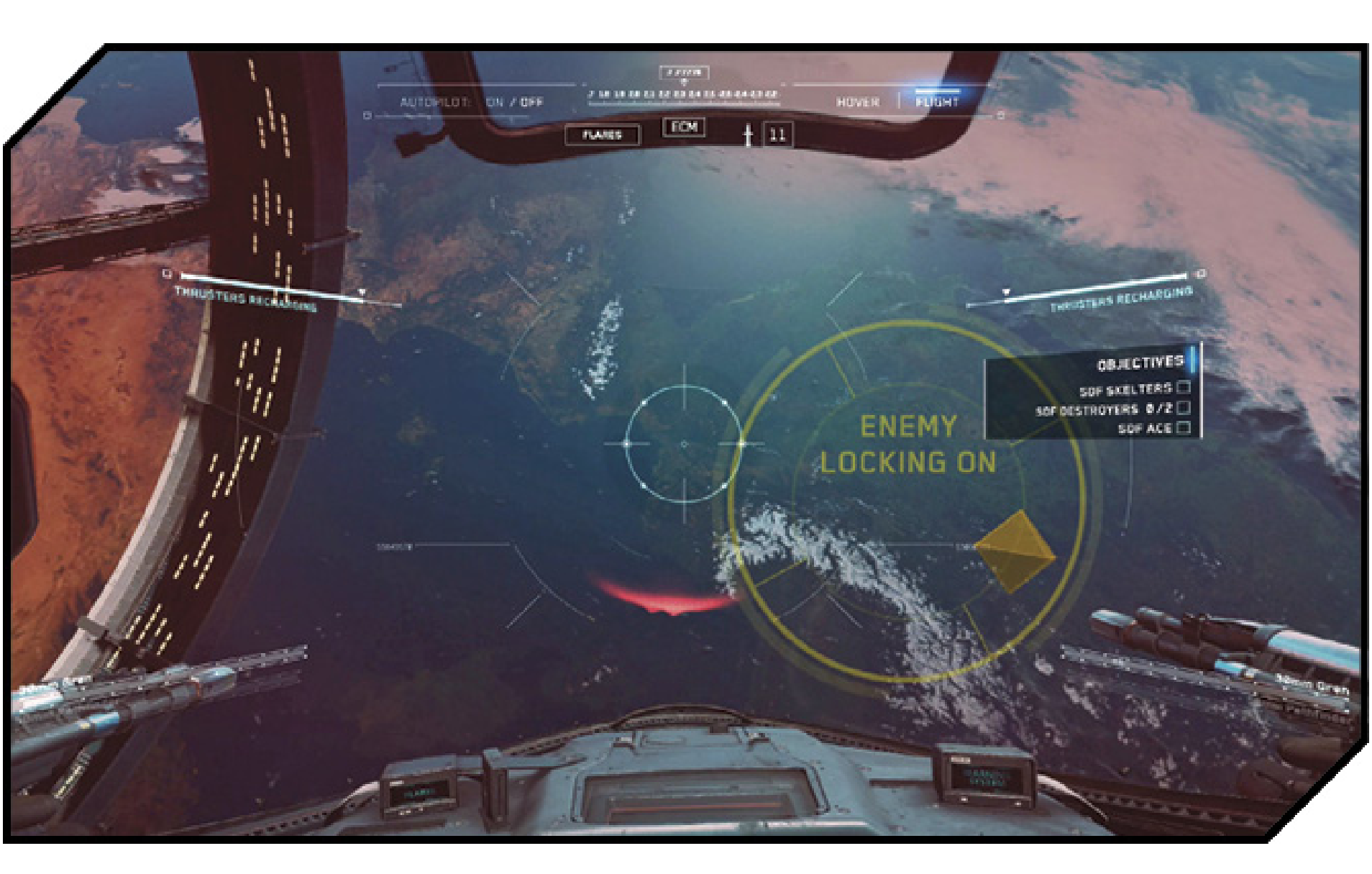
Missiles

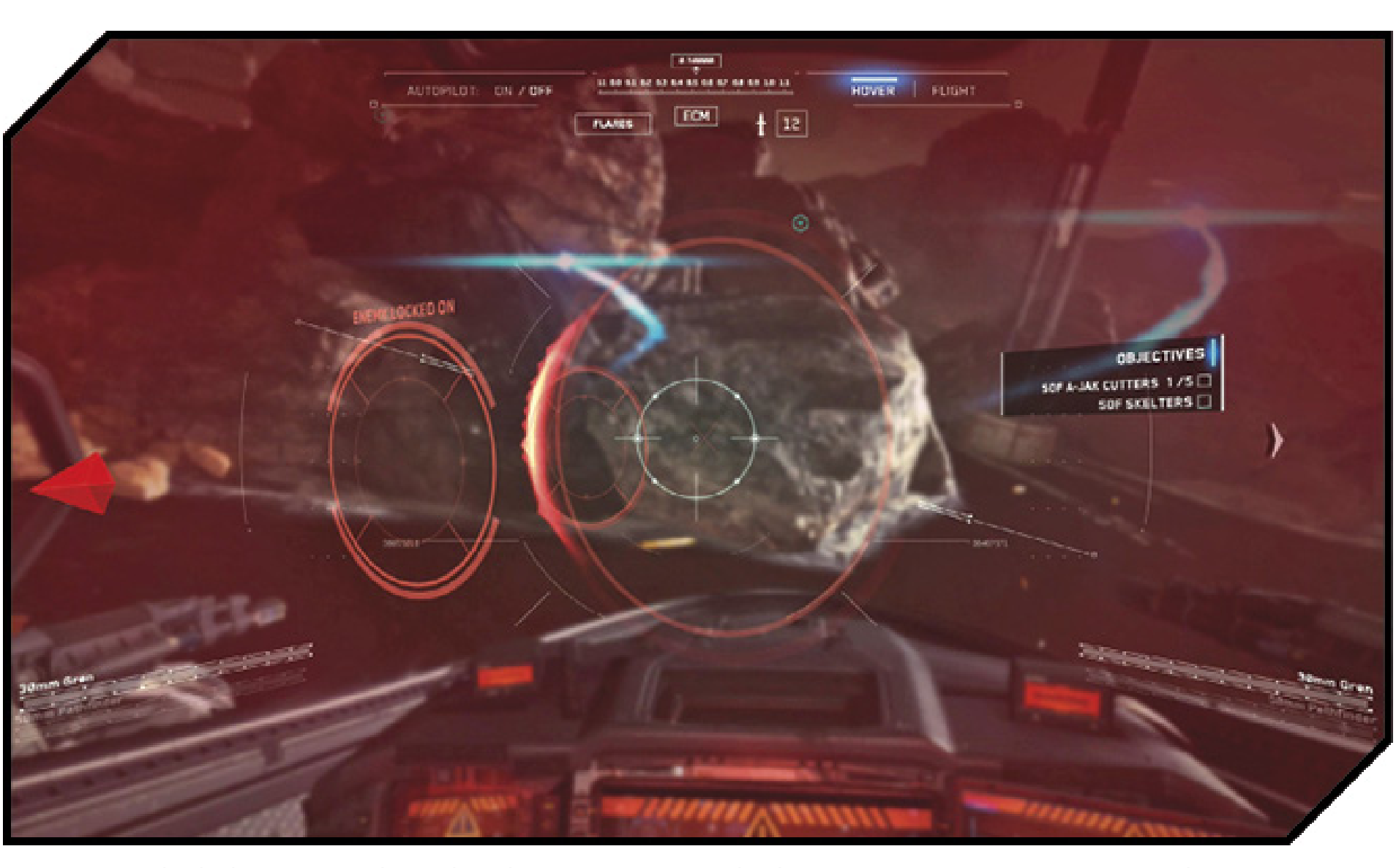
You get missiles of your own to use. Missiles can be dumb fired, but they're most effective when fired after a lock on. When you have successfully locked on a target, hit the Missile button (the Lethal Equipment button in the main game) to fire a volley of missiles at the enemy.

You start most missions with a stock of eight missiles. You can use the up arrow on the D-Pad to request a resupply from a resupply drone.

Missiles are rarely effective against Aces (they deploy flares as quickly as you can fire them), so it's best to save them for downing destroyers, A-Jaks, and regular Skelters.

Avoiding Lock On





Enemies can also lock on to your ship. When this occurs, a giant red indicator appears in your screen. If you do experience a lock, you must immediately execute evasive maneuvers to survive.

Bobbing and weaving through nearby obstacles can help reset an enemy lock. One of the best ways to cancel an enemy lock is to immediately engage Afterburners while using the D-Pad to spin your ship. If you still have the lock, immediately stop and reverse direction. This should cancel the lock and allow you to search the battlefield for

Recovering From Damage

As when you are on the ground, if your ship takes damage, you can heal by avoiding additional damage for several seconds. Healing in the ship takes longer than healing in the main game, so be sure to leave the main battlefield if your systems are critical.

Battlefield Strategy

The Jackal levels of *Infinite Warfare* can be some of the most difficult levels in the game. In addition to the strategies outlined previously, it's vital that you manage how many enemies are currently threats to your ship.

When engaging a field with several destroyers or A-Jaks, stay out of range of their guns. The ship battles are always in large areas that allow you to avoid fighting nearby large enemy ships.

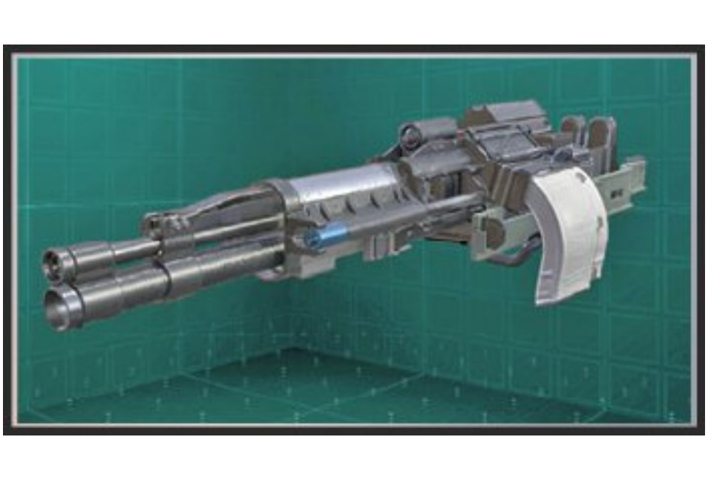
When engaging with Skelter squads and Aces, it's best if you can isolate the groups and fight them one by one. To do this, fly to the edge of the battlefield, and wait patiently for one of the groups to follow and attempt to engage you. Taking an Ace out one-on-one is much easier than attempting to kill a group of Aces all at once.

Unlocking Outfitting Options

Jackals can be customized with several different options for their light gun, heavy cannon, and special equipment. These won't make or break your mission, but are fun to experiment with. Pick the loadouts you find the most effective for your space combat style.

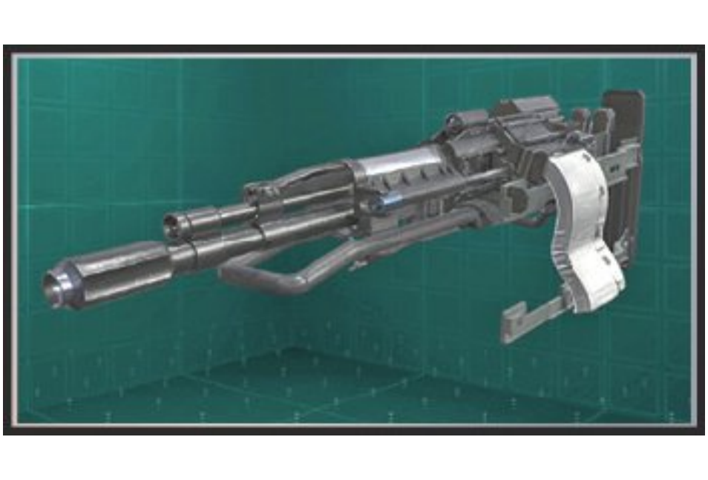
The one exception to this is for Veteran players. Equipping the Reinforced Hull (which is unlocked very early in the campaign) is vital to improve your survival odds on the harder Jackal missions.

Light Guns



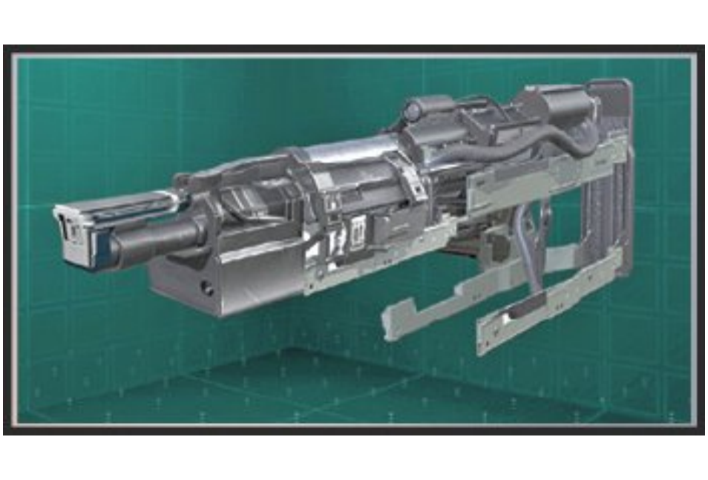
30MM Gren

Description: SCARs' go-to, air-to-air weapon of choice, the 30mm Gren is the most balanced aircraft-mounted gun the UN has to offer.



20mm Dragonfly

Description: Extremely high rate of fire. Pilots need to keep an eye on their barrel temperature.



Gamp .018 Microlite

Description: Energy-based weapon stolen from an SDF raid and retrofitted into the Jackal's weapons systems.

Heavy Cannons

50mm Pathfinder

Description: Jackal's standard heavy cannon.

D-8 Cleaver

Description: Not as powerful as the standard 50mm, the Cleaver has an impressive rate of fire, slower overheat, and is less taxing on the Jackal's weapons systems.

Gamp .385 Anvil

Description: This directed energy weapon is the most powerful cannon a strike fighter can carry.

Special Equipment

Increased weapon power

Description: More damage and max missiles. Less prone to overheat.

Reinforced Hull

Description: Higher health and less collision damage.

Improved Thrusters

Description: Longer boost time. Faster turn and acceleration.

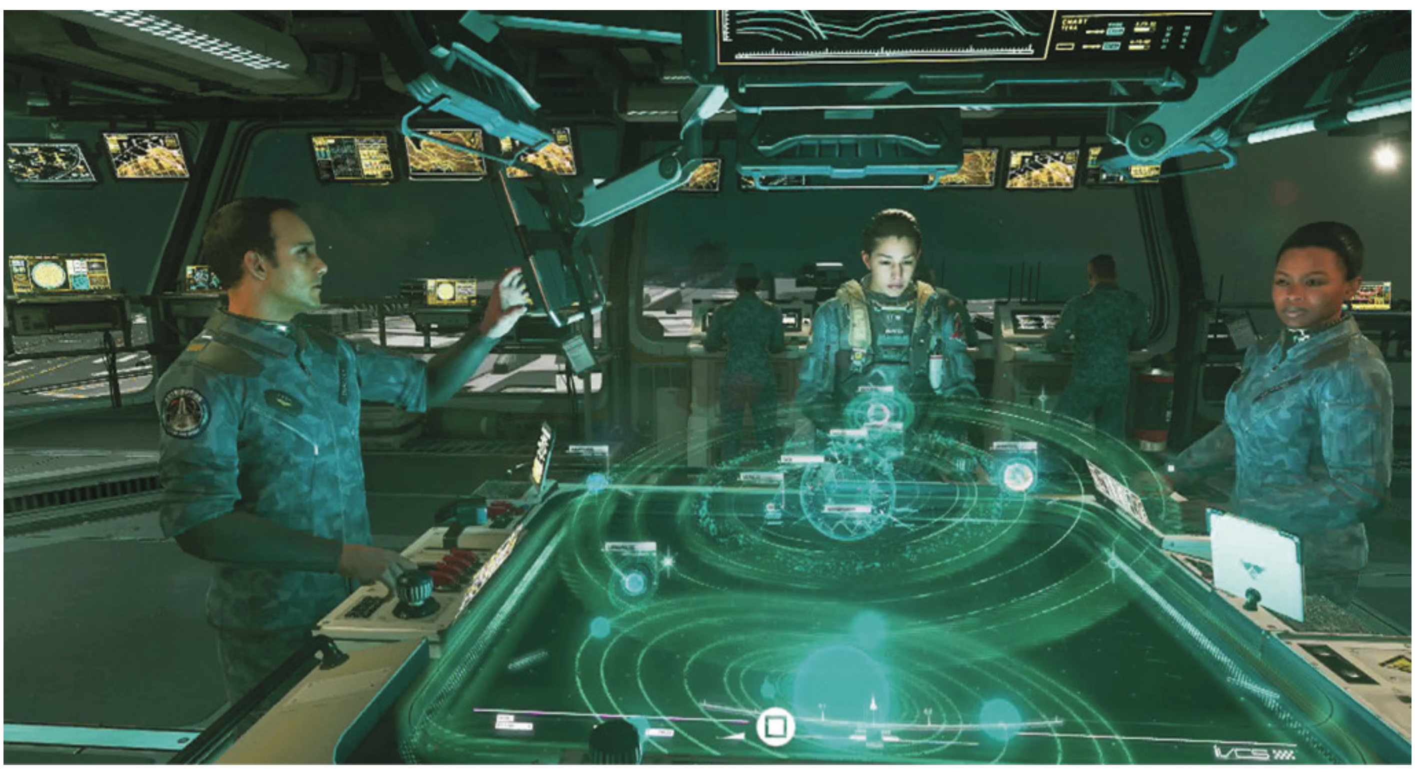
CALL OF DUTY
INFINITE WARFARE

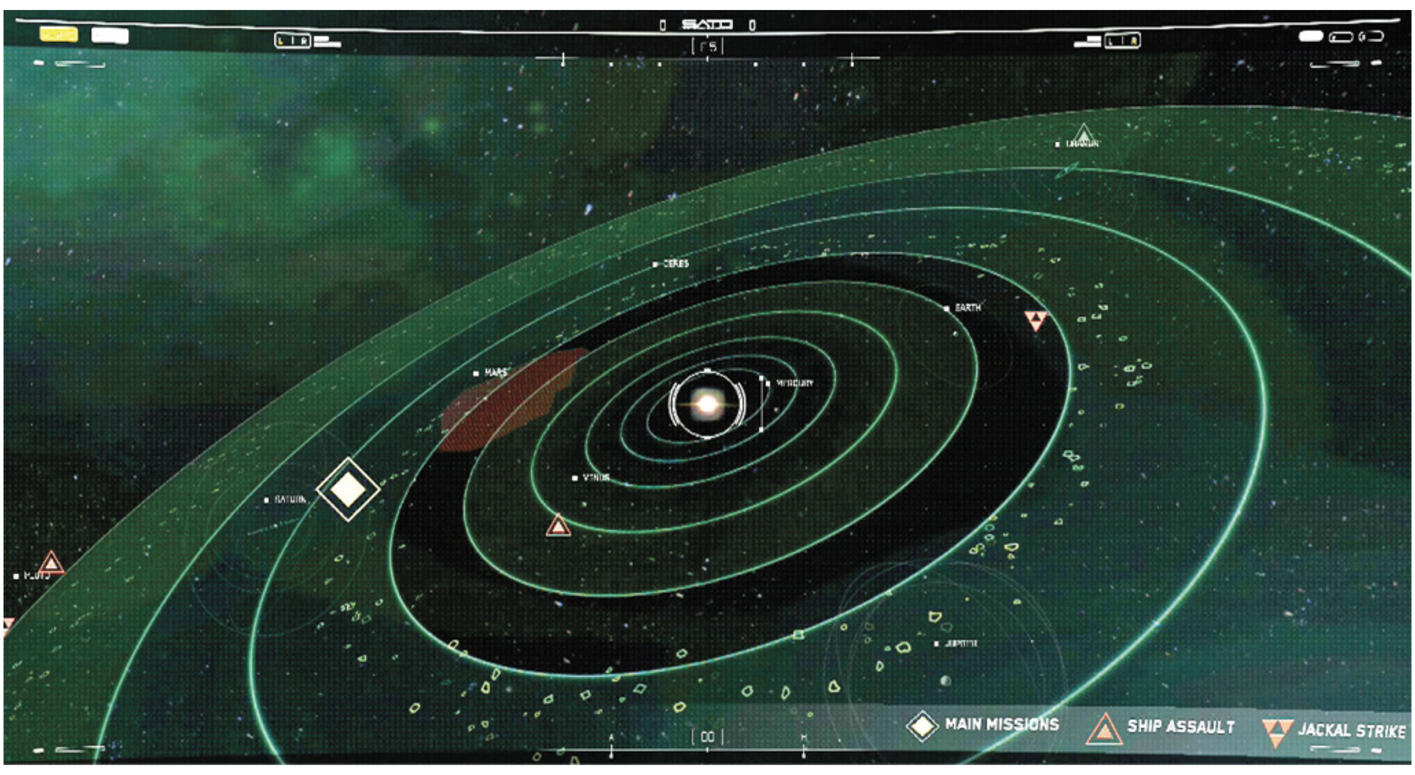
The Retribution

The Retribution is your ship, and the main hub between most missions. (You will not have access to the Retribution between the first three missions or the last two.) It grants access to several extra features the game has to offer.

The Ops Map

On the bridge, you can select the upcoming mission. Unlike in previous *Call of Duty* games, several operations are optional. You can decide when you want to engage them. Completing side missions unlocks attachments and perks, which benefit your character. Some unique and useful Heavy Weapons like the Eraser and Ballista EM3 can only be found in optional Ship Assault missions.





Newscasts

In between missions, you frequently get news updates beamed into the ship. To view the newscasts, check out the big-screen TV just to the south of the bridge. You can select from all unlocked newscasts to get a good idea of how the war is changing, based on the missions you have completed.

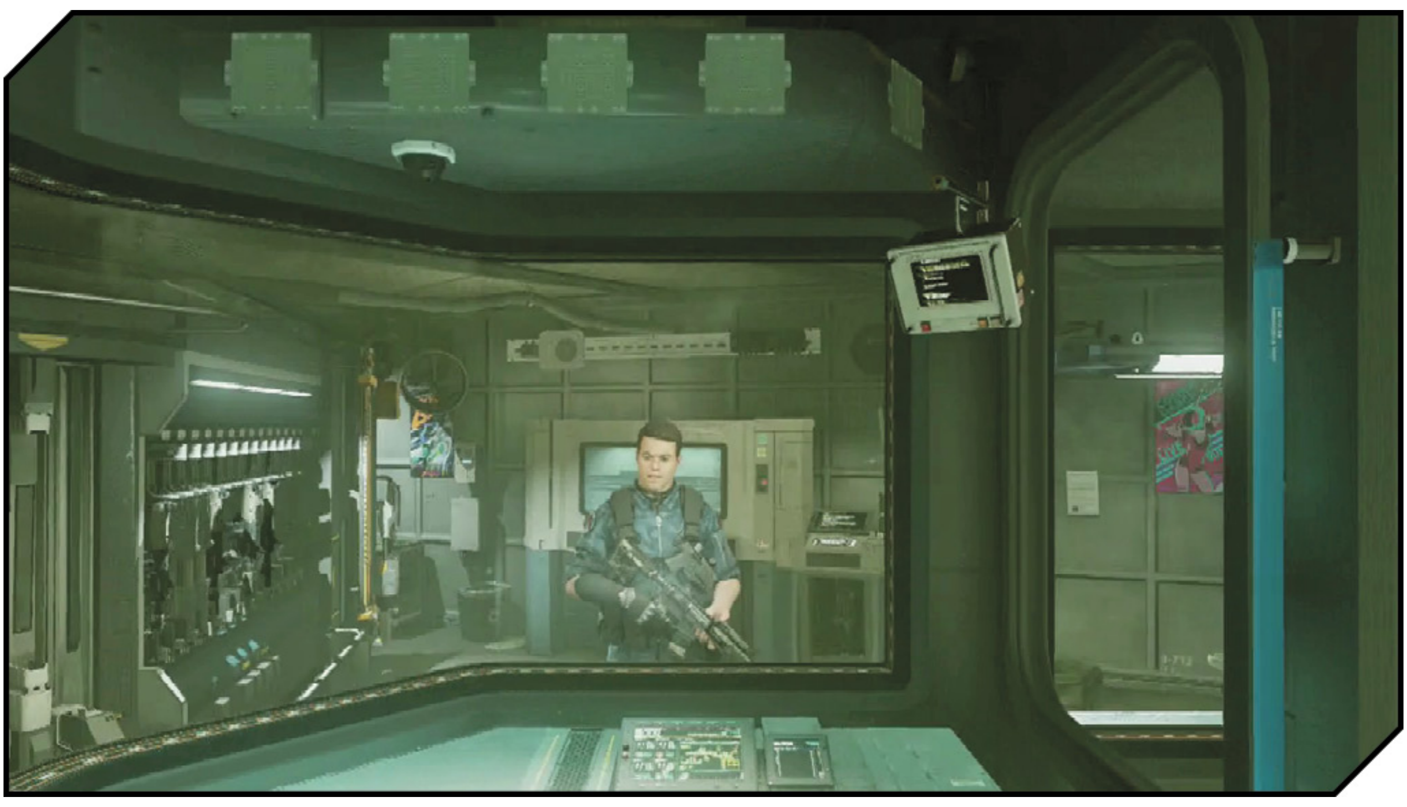
Most Wanted Board

In the captain's quarters, a deck of cards is displayed on the wall to represent the most infamous members of SetDef command. As you find and kill members of the SDF, their portraits and bios will appear on this wall.

Captain's Computer

Use the computer to view After Action Reports on operations you have completed. You can also find out more about the other members of the Retribution's crew and other navy personnel.

The Armory



Griff runs the armory on the Retribution and will keep it stocked with the latest tech and weaponry. Almost every mission starts with a visit to him for outfitting. Griff will always provide a recommended loadout, which may or may not be the best setup for each level. Take a look at the campaign sections for detailed armory recommendations.

For more extensive details on each item available, check out the campaign armory section.

Virtual Reality

Want to try out a loadout before deploying on a mission? Use Griff's Virtual Reality to run through a quick simulation to try out the weapons you have selected. This is a great way to get a feel for the differences between weapons and try out some of your Tactical and Lethal Grenades—without worrying about being shot at.

CALL OF DUTY
INFINITE WARFARE

Campaign Boot Camp

Difficulty Levels

When starting a campaign playthrough, the first decision you must make is what difficulty to play on.

TOO HARD?

If the game is at any time too hard for you, you can reduce the difficulty one step at a time in the pause menu. There's no shame in reducing difficulty if you are getting too frustrated. Please be aware, however, that reducing difficulty interferes with Achievement progression.

Recruit

Recruit difficulty is for players who don't necessarily want to be taxed by vicious enemies, and is the easiest way to get through the campaign. Despite it being the easiest difficulty, don't expect to breeze through the game. While you can take plenty of damage before dying, you still have to be very cautious not to sprint through the levels too quickly. Enemies in melee range are deadly and kill you quickly, even on Recruit.

Regular

Regular is the default difficulty. It is recommended for most players. Regular difficulty will offer regular challenges to players new to FPS games. If you are an experienced FPS player, stick to Hardened or Veteran. If this is your first FPS, Recruit is probably a better choice.

Hardened

Hardened will give a challenge to experienced players, but won't be as frustratingly difficult as Veteran can be. There are several new types of combat in Infinite Warfare, and this may be a good difficulty to learn the ropes of the campaign before trying for the full Veteran challenge. Note that, unlike previous *Call of Duty* games, there are no special Achievements for beating levels on Hardened difficulty, only Veteran.

Veteran

Veteran difficulty is the ultimate challenge, and recommended for experienced *Call of Duty* fans. If you remember fondly playing Modern Warfare, then you're experienced enough to give this difficulty a try. Veteran isn't as insanely difficult as some of the series entries, but the space combat sequences will require extensive strategy and patience to survive.

The campaign walkthrough is written on the Veteran difficulty level.

CALL OF DUTY
INFINITE WARFARE

Campaign Boot Camp

Collectibles

Collectibles in Infinite Warfare are different from previous *Call of Duty* games. Instead of collecting briefcases or intel, you will be collecting weapons to fill your armory and filling in the Most Wanted board as you kill SDF Ace pilots and key personnel. Perks and attachments may be unlocked by completing missions.

Whenever you see a new weapon on the ground that you do not yet have in your armory, it will be highlighted orange. Pick this weapon up to scan it for later printing on the ship's onboard 3-D printer.

CALL OF DUTY
INFINITE WARFARE

The Armory

Assault Rifles

If someone were to ask you to close your eyes and picture a *Call of Duty* game, you would most likely see a first person perspective with an assault rifle jutting out in front. The AR has been the go-to weapon for *Call of Duty* ever since the first game that featured MP40s and Thompsons. In *Infinite Warfare*, you have access to a slew of assault rifles, some completely new and some familiar updates of classic modern weapons.

Assault rifles are primarily useful at medium- or long-range. They all have good-sized clips, excellent accuracy, and medium to high damage. Firing an assault rifle should always be done in short bursts. Three-shot bursts are ideal for maximizing damage and accuracy.

On most missions, one of these rifles will be your default loadout, since the weapon is the most versatile. LMGs and sniper rifles are better in particular scenarios, but the AR can fill in and perform well as a substitute for both LMGs and sniper rifles.

Shotguns or heavies are the best secondary weapons when you're using most ARs. SMGs are good, too, but generally your AR performs better than most SMGs in medium- and long-range combat, so picking something that can be useful in short-range or against heavily-armored foes is a good choice.

Scopes

All assault rifles have access to the following scopes:

- Scout Hybrid
- Reflex
- Trojan
- Thermal
- VMC
- ELO

Type 2

Full auto energy rifle. Hold Switch Weapons to split rifle into akimbo auto pistol mode for close-quarters combat. Features the highest fire rate in its class.

Accuracy	85
Damage	42
Range	84
Fire Rate	80
Mobility	70

Unique Attachment: Akimbo Shotguns

Advanced chip changes the akimbo mode into two short-range, but powerful energy shotguns.

Accuracy	–
Damage	+15
Range	-10
Fire Rate	-5
Mobility	–

Strategy

The Type 2 is probably the most versatile weapon in the game. It switches from a full auto, medium-range assault rifle to a short-range "spray and pray" set of handguns. You can even use the akimbo shotgun's attachment to allow the gun to break apart into two different types of shotguns.

Attachments

- Suppressor
- Particle Amp
- Foregrip
- Ram Servo
- Fusion Mag

Volk

Full auto energy rifle. Deploys best-in-class stopping power at a low, dependable fire rate.

Accuracy	40
Damage	68
Range	76
Fire Rate	70
Mobility	70

Unique Attachment: Volk Marksman

Alternate fire mode causes the Volk to fire in semi-auto mode, but each shot does more damage.

Accuracy	–
Damage	+3
Range	+15
Fire Rate	-10
Mobility	–

Strategy

The Volk is the first energy weapon you gain access to in your armory. Invented by the SDF, it's an excellent anti-drone weapon. It's also effective against regular soldiers, inflicting moderate damage.

Attachments

- Suppressor
- Particle Amp
- Foregrip
- Ram Servo
- Fusion Mag

R3K

Three-round burst energy rifle. Each burst applies extreme stopping power at precise intervals.

Accuracy	80
Damage	72
Range	80
Fire Rate	62
Mobility	70

Unique Attachment: Full Auto

Advanced chip changes the akimbo mode into two short-range, but powerful energy shotguns.

Strategy

The R3K is an extremely accurate medium- to long-range assault rifle. Unless you use the full auto attachment, it always fires in tight three-round bursts. This helps you increase your accuracy while firing the weapon, but the lower fire rate can be an issue when enemies surround you. Be sure to have a good shotgun or SMG to switch to in desperate situations.

Attachments

- Suppressor
- Particle Amp Foregrip
- Ram Servo
- Fusion Mag

NV4

Full auto ballistic rifle. A moderate fire rate yields increased stability for best-in-class accuracy. Ideal for mid- to long-range engagement.

Accuracy	78
Damage	56
Range	78
Fire Rate	74
Mobility	70

Unique Attachment: Tracker Rounds

Shots that hit enemies outline them for a short time and display death reports.

Strategy

The NV4 is the primary UNSA weapon. It is a solid all-around assault rifle. Its high accuracy and range make it a solid choice for most missions. However, the low damage means you will often have to put extra rounds into enemies. The bullets won't penetrate the armor.

Attachments

- Suppressor
- Rifled Barrel
- Foregrip
- Extended Mag

KBAR-32

Full auto ballistic rifle. Channels a fast fire rate through a lightweight mold for increased hipfire control and mobility.

Accuracy	40
Damage	68
Range	76
Fire Rate	70
Mobility	70

Unique Attachment: High-Impact Rounds

No fall off damage. (Damage is still very high at extent of the KBAR's range.)

Accuracy	–
Damage	–
Range	+15
Fire Rate	–
Mobility	–

Strategy

The KBAR-32 is a good solution for players who like to mix a lot of "running and gunning" with the standard "cover and fire" style of gameplay. The K-Bar is as good moving as it is stationary, and is a good all-around weapon if you are using your secondary slot with a more limited use heavy weapon.

Attachments

- Suppressor
- Particle Amp
- Foregrip
- Ram Servo
- Fusion Mag

CALL OF DUTY
INFINITE WARFARE

The Armory

LMGs

The “light” part of “light machine guns” is relative to weapons that are mounted on vehicles. Don’t let the name fool you; these are the heaviest and most powerful weapons in the game.

LMGs are best when having to engage a lot of enemies at long- to medium-range. Their huge clips help hold down a position. Their excellent stopping power can cut through enemy cover, killing even invisible enemies.

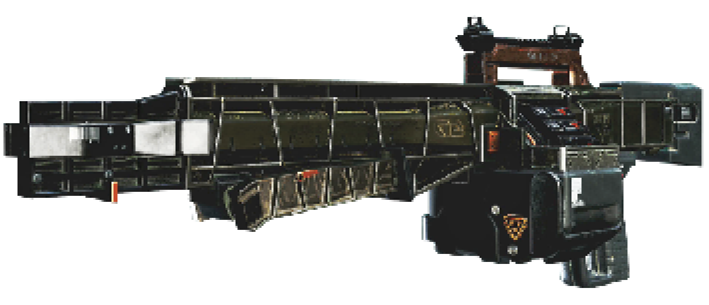
When firing an LMG, you should always at least change to the crouched stance. If possible, going prone will make them deadly accurate at range. Firing in bursts helps ensure you don’t unload a clip too quickly. The reload times on LMGs are very long, and can be a problem.

SMGs make the best secondary pairing for LMGs. Keep your SMG loaded, and you can switch to it when you hit a dry clip on your LMG at a bad time. When navigating the battlefield, or narrow corridors, switch to the SMG to move more nimbly.

Scopes

All light machine guns have access to the following scopes:

- Scout Hybrid
- Reflex
- Trojan
- Thermal
- VMC
- ELO



R.A.W.

Full auto energy weapon. Offers a dependable fire rate and high capacity power cell for sustained output.

Accuracy	45
Damage	70
Range	78
Fire Rate	68
Mobility	60

Unique Attachment: Compressor

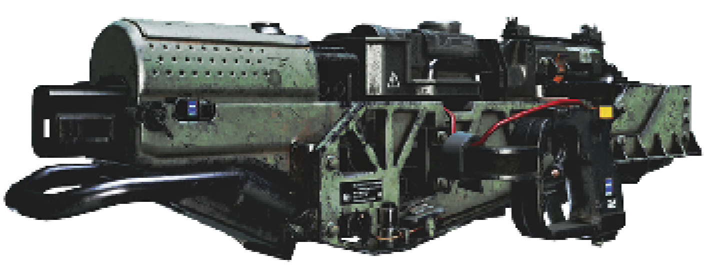
Allows the RAW to carry double the ammo capacity of normal.

Strategy

The R.A.W. is a solid all-around LMG, demonstrating both the strengths and weaknesses of LMG-type weaponry. It has very high damage and a huge clip, but limits mobility and has an extremely long reload time. If you do go with the R.A.W., you will want a solid performer for your secondary weapon; a Banshee Shotgun or Erad SMG fits the bill.

Attachments

- Suppressor
- Particle Amp
- Foregrip
- Ram Servo
- Fusion Mag



Mauler

Full auto ballistic rifle. A moderate fire rate yields increased stability for best-in-class accuracy. Ideal for mid- to long-range engagement.

Accuracy	48
Damage	62
Range	72
Fire Rate	78
Mobility	60

Unique Attachment: Volk Burst

Alternate fire mode causes the Volk to fire in three-round bursts, but each shot does more damage.

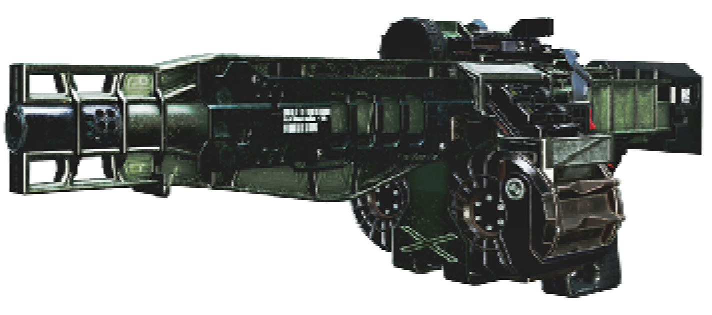
Accuracy	–
Damage	+3
Range	+15
Fire Rate	-10
Mobility	–

Strategy

As you can see represented in the stats, the Mauler has an extremely fast fire rate. It also has good damage, but its cone of fire is wide—meaning it’s hard to accurately hit the enemy. The strength of the Mauler, relative to its LMG cousins, is that it is relatively accurate when fired from the hip.

Attachments

- Suppressor
- Rifled Barrel
- Foregrip
- Extended Mag



Titan

Full auto energy weapon. Delivers high damage with strong recoil.

Accuracy	81
Damage	55
Range	81
Fire Rate	75
Mobility	60

Unique Attachment: Overcharge

Hotwires your Titan to fire faster with stronger rounds, but adds a short charge-up time.

Accuracy	-7
Damage	+15
Range	–
Fire Rate	+10
Mobility	-3

Strategy

Don’t let the low-damage stat full you. The Titan makes up for its limited damage with supreme accuracy. If you fire the Titan in bursts, it can fire as accurately as an assault rifle, allowing you to quickly take down enemies with headshots.

Attachments

- Suppressor
- Particle Amp
- Foregrip
- Ram Servo
- Fusion Mag

CALL OF DUTY
INFINITE WARFARE

The Armory

Sniper Rifles

Sniper rifles are one of the most popular types of weapons in *Call of Duty* games, with good reason! Snipers allow you to pick off enemies safely from cover, and are vital to completing several missions on the Veteran difficulty. While you can often use Aim Down Sight on an assault rifle to score an ultra-long range hit, using a weapon designed for that type of combat—the Sniper Rifle—makes the job much easier.

In short-range combat, you are better off using melee than trying to hit an enemy with your sniper rifle unscoped. For this reason, shotguns and SMGs are the best alternate weapons to use when your primary slot is filled with a sniper. Whenever quickly changing positions or advancing on a battlefield, always switch to your secondary.

Scopes

All sniper rifles have access to the following scopes:

- Scout Hybrid
- Thermal
- ELO
- Variable Zoom
- Tracking Chip

EBR-800

Semi-auto energy rifle. Hold Switch Weapons to activate Assault Rifle Mode for automatic fire and reduced power consumption.

Accuracy	87
Damage	78
Range	88
Fire Rate	45
Mobility	70

Unique Attachment: Burst-Snipe

After a small charge-up, the ERB-800 shoots three rapid-fire blasts.

Strategy

If a SCAR were stuck on an island filled with SDF terrorists and only one weapon, they would always pick the EBR-800. The EBR is both a fantastic sniper rifle and assault rifle, which makes it an effective weapon in all combat situations. The Burst-Snipe is an interesting mod, compensating for the lower damage of the EBR by rapid-firing three shots, instead of one.

Attachments

- Suppressor
- Foregrip
- Ballistic CPU
- Ram Servo
- Fusion Mag

KBS Lonbow

Bolt-action ballistic rifle. One shot, one kill, from the waist up. Rechambering breaks scope aim.

Accuracy	82
Damage	86
Range	88
Fire Rate	12
Mobility	60

Unique Attachment: Stasis

Increases the amount of ammo the Longbow carries and heavily reduces sway while scoped in.

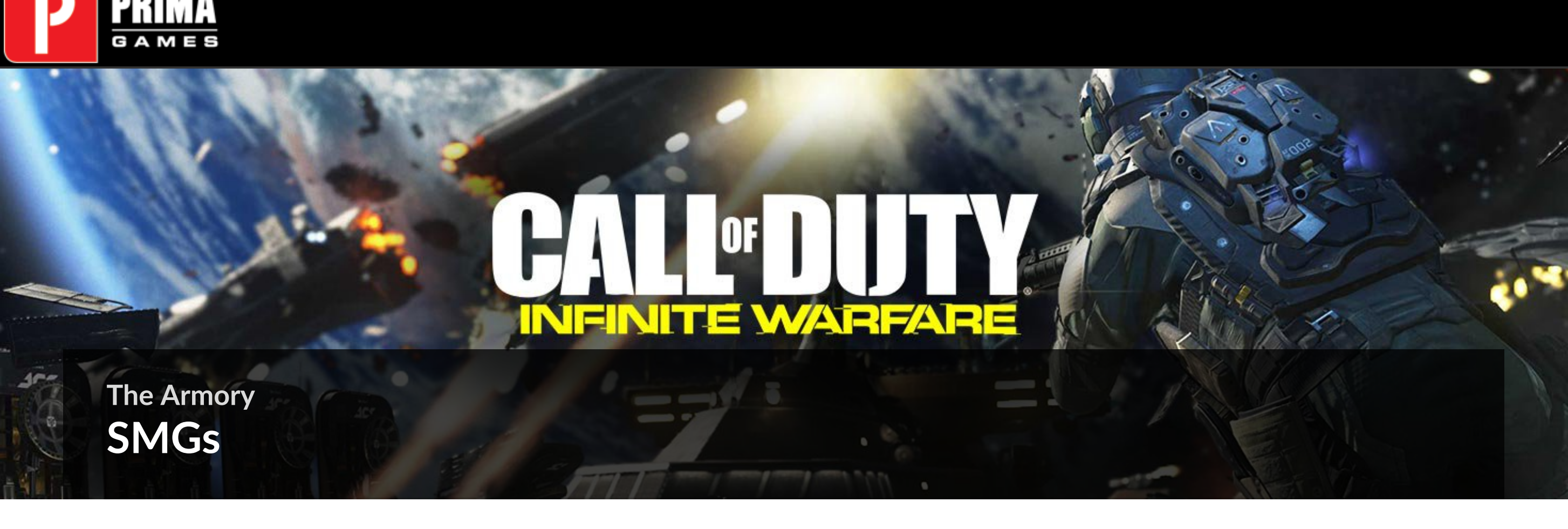
Accuracy	–
Damage	–
Range	–
Fire Rate	+6
Mobility	–

Strategy

The Longbow has the distinction of being the most powerful non-heavy weapon in the game. It is one of the few weapons to provide automatic one-shot kills. Throwing the Suppressor on can reduce its damage output, but it's still the best choice for sniper-focused missions. Unlike the EBR, it's worthless in medium- and short-range combat. Always equip a solid secondary medium-range SMG when utilizing this rifle.

Attachments

- Suppressor
- Ballistic CPU
- Foregrip
- Extended Mag



The Armory

SMGs

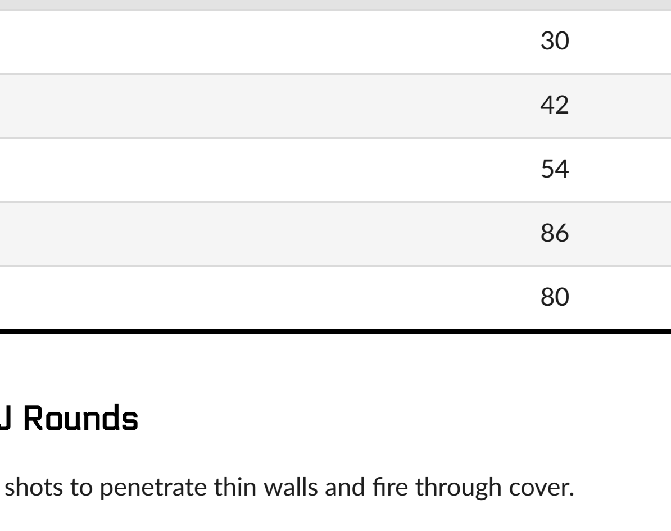
SMGs are the default secondary weapon and are a preferred weapon in multiplayer. They balance excellent mobility with good combat performance. The extra mobility is as high as with handguns, making them an ideal secondary to have if you prefer to sprint between cover when advancing on the enemy.

The limited range and accuracy of most SMGs means that they are rarely effective beyond medium range. (With the exception of the RPR Evo, which has an assault rifle mode.) If you find yourself in a situation where you are pinned down by snipers, you definitely want to have an AR, LMG, or sniper to back up your SMG, as it will be very difficult to get a kill shot on an enemy at extended range.

Scopes

All sniper rifles have access to the following scopes:

- Scout Hybrid
- Thermal
- Reflex
- VMC
- Trojan
- ELO



FHR-40

Full auto ballistic rifle. Offsets a modest range with an extreme fire rate, thanks to a unique magnetic bolt carrier.

Accuracy	30
Damage	42
Range	54
Fire Rate	86
Mobility	80

Unique Attachment: FMJ Rounds

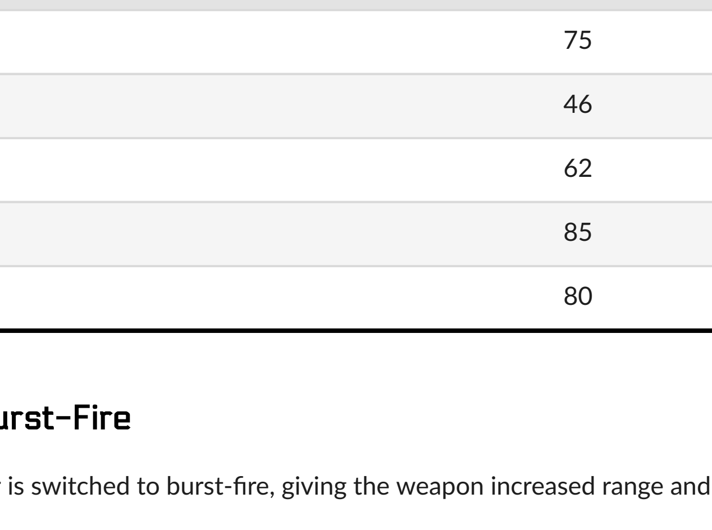
Full metal jacket rounds allow the shots to penetrate thin walls and fire through cover.

Strategy

The FHR-40 burns through ammo as quickly as an LMG. This makes it ideal for a "spray and pray" backup weapon that can quickly take out multiple enemies at short range. Don't expect to hit too much with the FHR beyond medium range. Even with Aim Down Sight and controlled fire bursts, the accuracy and damage of your shots will be imperfect.

Attachments

- Suppressor
- Rifled Barrel
- Foregrip
- Extended Mag



RPR Evo

Full auto ballistic firearm. Hold Switch Weapons to toggle Assault Rifle Mode. An integrated hybrid sight enhances longer-range engagements.

Accuracy	75
Damage	46
Range	62
Fire Rate	85
Mobility	80

Unique Attachment: Burst-Fire

Primary fire mode of the Ripper is switched to burst-fire, giving the weapon increased range and damage.

Accuracy	–
Damage	+5
Range	+5
Fire Rate	-7
Mobility	–

Strategy

RPR Evo is a SMG/AR hybrid that is a good choice if you're not sure what kinds of enemies you're going to be facing on the upcoming level. You can use the Burst-Fire attachment to increase the accuracy of the weapon to be more like an assault rifle. However, the low damage means it will never quite be as powerful as the average AR.

Attachments

- Suppressor
- Rifled Barrel
- Foregrip
- Extended Mag

FHR-40 Counterweight

Modified FHR-40 scanned in Geneva that has built-in reduced recoil.

Accuracy	40
Damage	42
Range	54
Fire Rate	86
Mobility	80

Unique Attachment: FMJ Rounds

Full metal jacket rounds allow the shots to penetrate thin walls and fire through cover.

Strategy

The FHR-40 Counterweight is an improved version of the base FHR-40 weapon. The reduced recoil translates to better accuracy, which makes it more useful as an assault rifle stand-in.

Attachments

- Suppressor
- Rifled Barrel
- Foregrip
- Extended Mag

Karma-45

Full auto ballistic firearm. Built-in dual magazine provides faster reloads and increased ammo capacity.

Accuracy	70
Damage	48
Range	70
Fire Rate	78
Mobility	80

Unique Attachment: High-Cal Burst

Burst-fire Karma-45 that has increased stability and high caliber rounds. Rewards accuracy with increased damage output.

Accuracy	+4
Damage	+7
Range	–
Fire Rate	-3
Mobility	–

Strategy

The Karma-45 is one of the default weapons of the SDF. You will find them frequently within levels. It's a very good all-around SMG, but suffers from below average damage. Luckily, it has a very high fire rate; use it to spray bullets at enemies at medium- or close-range, and it will be effective.

Attachments

- Suppressor
- Rifled Barrel
- Foregrip
- Extended Mag

HVR

Full auto ballistic firearm. Popular with old Earth agencies for delivering high stopping power at range, despite a low fire rate.

Accuracy	72
Damage	62
Range	72
Fire Rate	77
Mobility	80

Unique Attachment: Akimbo

Hipfire two weapons.

Accuracy	-10
Damage	+20
Range	–
Fire Rate	+10
Mobility	–

Strategy

The big advantage of the HVR is the coolness factor of being able to switch to akimbo full auto pistols at will. Of course going akimbo means you will blow through your ammo supply like crazy, so be sure to keep an eye out for nearby crates. Wait to use akimbo for when you are sure you have a ready supply to restock.

Attachments

- Suppressor
- Rifled Barrel
- Foregrip
- Extended Mag

Erad

Full auto energy firearm. A wide dispersion muzzle dampens recoil, providing highest accuracy in its class.

Accuracy	72
Damage	50
Range	66
Fire Rate	84
Mobility	80

Unique Attachment: Splitter

Converts the primary fire mode of the Erad to be slow firing, vertical-spread shot.

Accuracy	–
Damage	-7
Range	–
Fire Rate	+20
Mobility	–

Strategy

The Erad is another common SDF weapon. You probably won't be going out of your way to pick this in your secondary loadout, but it's a solid performer if you are in need of a weapon in the field. The low damage and high fire rate means the best strategy for using the Erad is to fire in short bursts of rounds (5-10 rounds). This should be enough to kill most enemies, even if a few of the rounds go wide.

Attachments

- Suppressor
- Particle Amp
- Foregrip
- Ram Servo
- Fusion Mag
- Quickmag

CALL OF DUTY
INFINITE WARFARE

The Armory

Shotguns

Shotguns are the ultimate short-range weapons. You can hipfire them to clear an enemy standing directly in front of you. Most of the shotguns in *Infinite Warfare* have large clips and short reload times. This makes it the ideal weapon when engaging the enemy in narrow corridors and engaging with a "run and gun" strategy.

Using a shotgun beyond short-range is dicey. Like other weapons, using Aim Down Sight can help increase the accuracy, but it's extremely difficult to score a lethal shot beyond short-range (not enough of the shotgun's projectiles will hit the enemy to kill him).

When equipping a shotgun from Griff's Loadout, the Smart Shot is the go-to scope to attach. It makes hitting enemies with the shotgun even easier, each pellet marked to target and hone in on enemies, but only when you ADS.

Scopes

All shotguns have access to the following scopes:

- Reflex
- Trojan
- ELO
- Smart Shot

Reaver

Semi-auto ballistic shotgun. Features a cyclic drum magazine for quick trigger response.

Accuracy	40
Damage	82
Range	16
Fire Rate	64
Mobility	80

Unique Attachment: Slug Shot

Fires a single slug shot.

Accuracy	–
Damage	+10
Range	–
Fire Rate	–
Mobility	–

Strategy

The Reaver's standout advantage is its drum magazine, which allows for extremely quick fire on enemies, allowing you to unload your clip and eliminate several nearby enemies very quickly. If you try the Reaver during a level, and don't like it, be sure to come back and try it again with the Slug Shot upgrade. With the damage bonus, it is one of the highest damage weapons in the game.

Attachments

- Suppressor
- Rifled Barrel
- Foregrip
- Extended Mag

Banshee

Pump-action sonic shotgun. Employs a high decibel acoustic driver, yielding balanced stopping power and fire rate.

Accuracy	45
Damage	83
Range	20
Fire Rate	34
Mobility	80

Unique Attachment: C6 Stun

Upgrades the deafening effect of the Banshee, so it can stun C6s.

Strategy

Aptly named, the Banshee unrelentingly cuts through enemies at short range. The extended clip means less of a chance of having to reload at an inopportune time. Highly recommended as a secondary weapon on any level with short-range combat.

Attachments

- Suppressor
- Speaker Amp
- Foregrip
- Fusion Mag

DCM-8

Full auto energy shotgun. A high capacity power cell supports rapid fire capability.

Accuracy	30
Damage	80
Range	12
Fire Rate	68
Mobility	80

Unique Attachment: Advanced Attachement

The DCM-8 fires rounds with a tighter spread.

Accuracy	+10
Damage	–
Range	–
Fire Rate	–
Mobility	–

Strategy

The DCM-8 is the most common shotgun in the campaign, as the SDF uses this as its default weapon. Since it's the only available energy shotgun, it is the go-to weapon on levels where you will be encountering drones. The DCM-8 is particularly good at taking out C8 drones. It's unlikely you will go with the DCM-8 from Griff's Loadout, but if you do, the Advanced DCM-8 mod increases its accuracy to the point where the weapon can more easily be used at medium-range.

Attachments

- Suppressor
- Particle Amp
- Foregrip
- Fusion Mag

CALL OF DUTY
INFINITE WARFARE

The Armory

Handguns

In general, handguns are the weakest weapons you can equip in your loadout. They are useful in situations where you have no other weapon. So why would anyone want a handgun? Handguns provide the highest level of mobility available in the game. If you are caught reloading your weapon, you can switch to your handgun extremely quickly and unload on the opponent before they can kill you. This makes it a great weapon for players that like "run and gun" tactics and aren't worried about their primary weapon running out of ammunition.

If you get caught in a situation where you need to sprint into cover, it's always a good idea to switch to a handgun before making the attempt. You will move more quickly.

Always keep your handgun loaded before switching to your primary weapon.

Scopes

All handguns have access to the following scopes:

- Reflex
- Trojan
- ELO

Oni

Full auto energy pistol. Features a harmonic microcontroller that accelerates fire rate over time.

Accuracy	62
Damage	40
Range	60
Fire Rate	70
Mobility	80

Unique Attachment: Energy Boost

Reduced fall-off damage at the cost of a slower fire rate. (Fall-off damage means the weapon doesn't lose damage as the round travels over a distance).

Strategy

The Oni doesn't perform as you would typically expect of a handgun. Its accuracy and fire rate are more akin to a SMG. You get the added benefit of the excellent speed and agility bonus you get while wielding a handgun. However, the damage is very low (the lowest of the pistols), so you will need copious amounts of ammo to take down an enemy (sometimes a full clip).

Attachments

- Suppressor
- Particle Amp
- Akimbo
- Ram Servo
- Fusion Mag

Kendall 44

Semi-auto ballistic pistol. Allows ultra-fast trigger cycling in a lightweight mold for increased hipfire control.

Accuracy	20
Damage	44
Range	56
Fire Rate	88
Mobility	80

Unique Attachment: Full Auto

Converts weapon into a full auto variant.

Strategy

The Kendall 44 is the UNSA standard issue sidearm. Unlike the Oni, it performs exactly as you would expect it to. The lightweight mold feature makes it easier to quickly fire and hit enemies without losing mobility, via Aim Down Sight. The Kendall 44 has low damage, and it will take several rounds to down a tango.

Attachments

- Suppressor
- Rifled Barrel
- Akimbo
- Extended Mag

EMC

Semi-auto energy pistol. Reliably delivers consistent stopping power.

Accuracy	70
Damage	64
Range	64
Fire Rate	48
Mobility	80

Unique Attachment: Spread Shot

Modify the EMC to fire a spread-shot blast of energy.

Accuracy	-3
Damage	+15
Range	-10
Fire Rate	–
Mobility	–

Strategy

EMC is the SDF counterpart to the KB45. Since it's an Energy weapon, it's better against drones, and has respectable damage, even comparable to larger weapons like the SMGs and assault rifles.

Attachments

- Suppressor
- Particle Amp
- Akimbo
- Ram Servo
- Fusion Mag

CALL OF DUTY
INFINITE WARFARE

The Armory

Heavies

Heavies are exceptional weapons that aren't "standard" implements of warfare in the world of *Call of Duty*. This includes rocket launchers and super-advanced energy weapons. You can't get additional ammunition for these weapons, unless you find another copy of the weapon on the battlefield. However, some of the energy weapons automatically recharge between shots.

Most of these weapons are found by completing the Target of Opportunity missions and unlocking armories.

Eraser

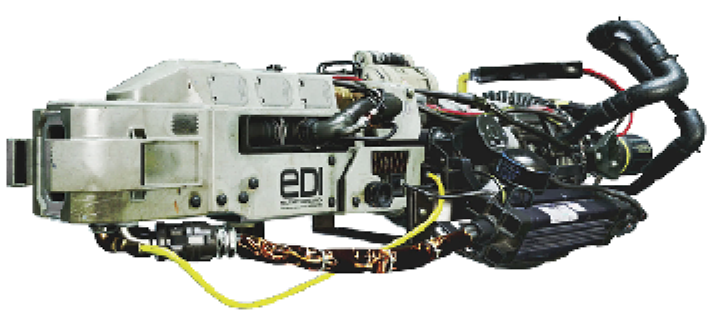
Experimental energy-based handgun that blasts victims into a cloud of mist. (No ammo crate refills.)

Accuracy	82
Damage	95
Range	52
Fire Rate	45
Mobility	80

Unique Attachment: None

Strategy

As far as fun factor goes, the Eraser is at the top of the heap. Charge a shot up and it completely "erases" whatever enemy is standing in front of you. The gun has a small ammo clip, but the rounds automatically recharge, making it very useful on just about any mission. This weapon is found in Operation Deep Execute. Try using this weapon in conjunction with the Shield... The shield gives you time to approach enemies and line up easy one-shots, leading to entertaining, low-risk, point-blank 'erasures'.



F-SpAr Torch

Powerful energy beam with auto tracking. (No ammo crate refills.)

Accuracy	95
Damage	30
Range	35
Fire Rate	100
Mobility	50

Unique Attachment: None

Strategy

The F-SpAr is actually the first heavy weapon you encounter in the game. It is located at the end of the first level, Rising Threat. However, you won't unlock this weapon in your armory until you find it again. The first opportunity to do so is in another main campaign mission: Operation Port Armor. The F-SpAr is kind of like an energy minigun that never overheats. The limitation of the F-SpAr is its ammunition. Even with 100 rounds, the F-SpAr's extreme fire rate, it can blow through a clip in seconds.

This weapon is difficult to use on Veteran and Hardened difficulties; it severely reduces your mobility, exposing you to enemy shots for as long as you are firing it. However, it is an excellent weapon to use against enemy armor, such as C12 tanks.

P-LAW

Charge-up plasma launcher with extreme splash damage. (No ammo crate refills.)

Accuracy	80
Damage	86
Range	80
Fire Rate	10
Mobility	70

Unique Attachment: None

Strategy

Found in Operation: Taken Dagger, the P-LAW is another auto-recharging energy weapon. It takes several seconds to fully charge a shot, but once you unleash it, does massive explosive damage on whoever's on the other end of your barrel. Grabbing a P-LAW is well worth it. However, Operation Taken Dagger is one of the more difficult missions in the game, so you may want to hold off until you have more unlocks before trying to score it.

Spartan SA3

Anti-air launcher. Supports straight dumb fire and locking on to armored targets. (No ammo crate refills.)

Accuracy	85
Damage	80
Range	85
Fire Rate	5
Mobility	70

Unique Attachment: None

Strategy

The Spartan SA3's lock-on mode makes it indispensable when faced with heavy armor enemies, such as C12 mechs. It can also be used to blow out enemies hiding behind cover. Most of the time, you want to use the lock-on mode. However, if you are taking heavy fire on Veteran difficulty, the dumb fire can come in handy to clear a tricky corridor.

Ballista EM3

Highly accurate electromagnetic projectile launcher with increased penetration capability. (No ammo crate refills.)

Accuracy	89
Damage	91
Range	88
Fire Rate	28
Mobility	70

Unique Attachment: None

Strategy

This incredibly powerful sniper rifle shoots three projectiles per shot. Aiming down sights will cause the three smart targeting reticles snap to the target, much like the Smart Shot shotgun scope snaps pellets to the target. Simply devastating to single targets.

ATAD

Personal flying drone with advanced AI. Automatically fires at enemy soldiers, and possesses a grenade-destroying Trophy system.

Strategy

ATADs are completely self-sufficient fly drones. They will deploy into the battlefield and hunt and seek nearby enemies. The ATADs are capable of killing an enemy all on their own. They also highlight enemies in the field, making it easier for you to spot enemies that are hiding in cover.

By default, you can deploy up two ATADs at once. However, you can get an upgrade to allow for up to four.

Hacking Device

Advanced hacking software integrated into a soldier's helmet visor. Able to give the user full control over C6 robots.

Strategy

Hacking Devices are indispensible in the campaign mode of *Infinite Warfare*. Used on SDF drones, they give you full control of the drone, allowing you to execute melee attacks, fire shots, and self-destruct—all behind enemy lines.

When you hack a robot, use melee attacks instead of firing. This ensures that it takes the enemy a longer time to realize they have a rogue robot behind enemy lines. When you are done with the robot, hit the Lethal attack to self-destruct and kill any nearby enemies.

An upgraded version of the Hacking Device allows you to hack the extremely tough C8 drones. If you earn this upgrade, it makes several levels much easier to complete (in particular the last mission of the game).

Retractable Shield

Suit-powered personal shield that quickly expands from the user's arm. Limits shooting ability, but stops most ballistic weapons.

Strategy

The Retractable Shield is one of the best pieces of tech to be found in *Infinite Warfare*. If you hold down the Tactical button, you deploy a shield directly ahead. The shield can absorb all rounds directly ahead **including grenade blasts**. This makes it ideal for tough combat situations. You can also use it to charge enemies and press the Melee button to deploy a lethal attack at melee range.

If all that wasn't good enough, the shield can also be used to detect nearby enemies. When using the shield, it regularly sends out a pulse that lights any enemies in the direction you are looking with a red outline. This includes enemies in cover.

The Retractable Shield is vital for Veteran difficulty. It can be used to make an extremely difficult situation easy. It can also save your life if you take a large amount of damage and there is no cover nearby.

Foam Wall

Fast deploying foam wall will create a temporary barrier against bullets and other damage.

Strategy

The Foam Wall is a simple piece of equipment, but it can be effective when advancing on the enemy when you have poor cover. Hiding behind the foam wall protects you from all incoming fire. Be warned, though, if the wall takes too much damage, or too much time goes by, it will quickly dissipate, leaving you in the open.

Lethal Equipment

Infinite Warfare introduces a new innovation for all Lethals. When you deploy a Lethal Grenade, it will report on your HUD the amount of damage you have inflicted on nearby enemies. Enemies injured will show their position. Enemies killed will also appear with a position.

Frag Grenade

High-powered fragmentation grenade. Employs a two-stage explosive that releases flammable gas before detonating.

Strategy

Frag Grenades have been a *Call of Duty* standby since the first game. As with previous entries, you can hold down the Lethal button to "cook" the grenade to prepare it to be thrown. When you do this, a timer replaces your crosshair to give you an idea of how much time you have before the grenade goes off. Always cook the grenades for a few seconds before throwing them. This will make it impossible for enemies to run from the grenade before it goes off.

Shock Grenade

The Shock Grenade will neutralize threats in a tight radius and stun threats in an expanded radius. Especially effective against robotic combatants.

Strategy

The EMP or Shock Grenade will devastate both human and drone enemies in its blast radius. EMPs cannot be cooked, but they explode as soon as they land, after a throw. EMP Grenades create a field that stays up for several seconds. Drones take more damage from EMPs, but humans caught near the epicenter of the blast will take lethal damage, as well.

Seeker-Bot

A small deployable robot that seeks out enemies and self-destructs.

Strategy

The Seeker-Bot or "Seekers" are small drones that charge up the battlefield to automatically cling onto soldiers and detonate a deadly explosion. The explosion doesn't just kill the soldier it attaches to; it has the potential to also kill any nearby enemies.

You can see which enemy the Seeker has targeted by the red outline that appears in your HUD.

If you deploy a Seeker and there are no enemies nearby, it follows you around until an enemy comes into range. Seeker-Bots do have a medium-range limit, meaning it won't be able to get snipers. However, it's very useful in almost all combat situations.

Anti-Gravity Grenade

Deploys an array of anti-gravity generators. Lifts enemy soldiers into the air, exposing them to gunfire.

Strategy

Anti-Gravity Grenades are a completely new type of grenade that can be very effective in battle. Like EMPs, Anti-Gravs can't be cooked. The Anti-Grav instantly activates when it hits the ground. It deploys a large, circular field of energy that lifts enemies off the ground.

Enemies caught in an Anti-Grav are helpless (but they will recover fully if you don't kill them before it wears out).

Anti-Gravs are most effective at stopping charging enemies or removing foes from cover.

CALL OF DUTY
INFINITE WARFARE

Scopes

Elo

Emitted Light Optic with a floating illuminated reticle.

Weapon Stat Mods	
Accuracy	+3

Reflex

Precision red dot sight.

Weapon Stat Mods	
Accuracy	+3
Range	+3

Smart Shot

Integrated IFF system that guides pellets to target while aiming down sights.

Weapon Stat Mods	
Accuracy	+10
Range	+3

Scout

Range Increasing Combat Optic with enhanced zoom.

Weapon Stat Mods	
Accuracy	+14
Range	+14

Scout Hybrid

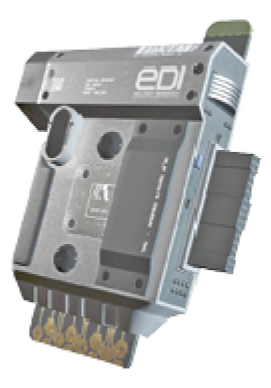
Range Increasing Combat Optic with enhanced zoom. Hold Switch Weapons to activate the projected reticle for close-quarters engagements.

Weapon Stat Mods	
Accuracy	+8
Range	+10

Thermal

Magnified optic that shows enemy heat signatures.

Weapon Stat Mods	
Accuracy	+7
Range	+14



Tracking Chip

Upgrades the default optics to outline enemy targets.

Weapon Stat Mods	
Accuracy	+8

Trojan

Tracking optic that outlines enemies, even through smoke.

Weapon Stat Mods	
Accuracy	+5
Range	+5

Variable Zoom

While scope in, press R3 to adjust among three different zoom levels.

Weapon Stat Mods	
Accuracy	+7
Range	+3

VMC

Variable Magnification Compensator sight. Hold Switch Weapons to engage high zoom and target illumination.

Weapon Stat Mods	
Accuracy	+3
Range	+10

CALL OF DUTY
INFINITE WARFARE

Generic Attachments

Ballistic CPU

Reduces sway when aiming down sights.

Weapon Stat Mods	
Accuracy	+4

Extended Mag

Each clip holds more ammo.

Foregrip

Vertical foregrip that reduces recoil.

Weapon Stat Mods	
Accuracy	+7

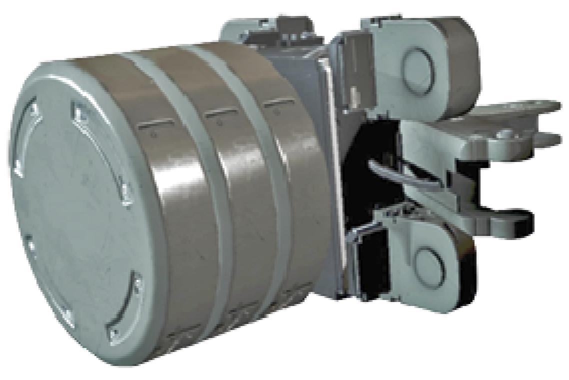
Fusion Mag

Enhances energy ammo recharge rate, even when stowed.

Particle Amp

Increases stopping power at long range.

Weapon Stat Mods	
Range	+10



RAM Servo

Creates additional reflections on energy shots. Increases damage against equipment.

Rifled Barrel

Increases stopping power at long range.

Weapon Stat Mods	
Range	+10

Suppressor

Invisible on radar when firing and reduces muzzle flash. Shortens effective damage range.

Weapon Stat Mods	
Accuracy	+3
Damage	-5

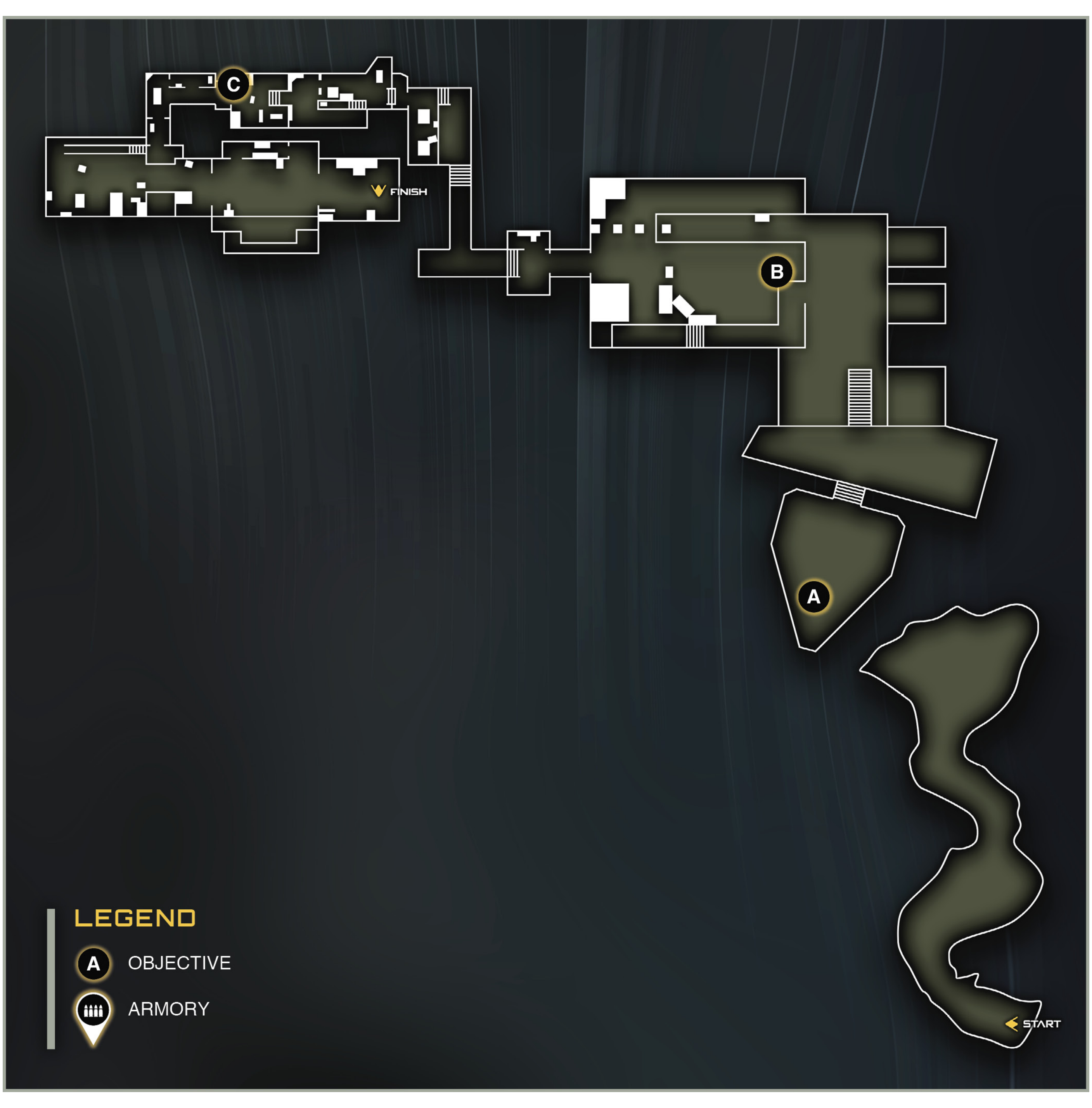
CALL OF DUTY
INFINITE WARFARE

Campaign Walkthrough

Rising Threat

The *Infinite Warfare* campaign takes you to places you've never been before in the *Call of Duty* universe. As commander of the Retribution, you will explore many locations in the solar system.

Our walkthrough is written on the Veteran difficulty to ensure we catch all the tricky spots that may occur during the campaign. You can either refer to the walkthrough as you play, or come back when you get stuck in a particularly difficult section.



◈ RISING THREAT

Complete Rising Threat on any difficulty to earn this Achievement/Trophy.

Welcome to Europa.

You are in control of Commander Wolf, a member of an elite squad of UNSA soldiers known as SCAR Team 7. Your team's job is to infiltrate the SDF base and secure the prototype energy weapon they have been building.

Hit the Jump button to dive out of the plane door. Keep your fellow SCARs in view as you free fall into the moon's atmosphere. If you get too far to the left or right, large arrows will direct you back into the center.

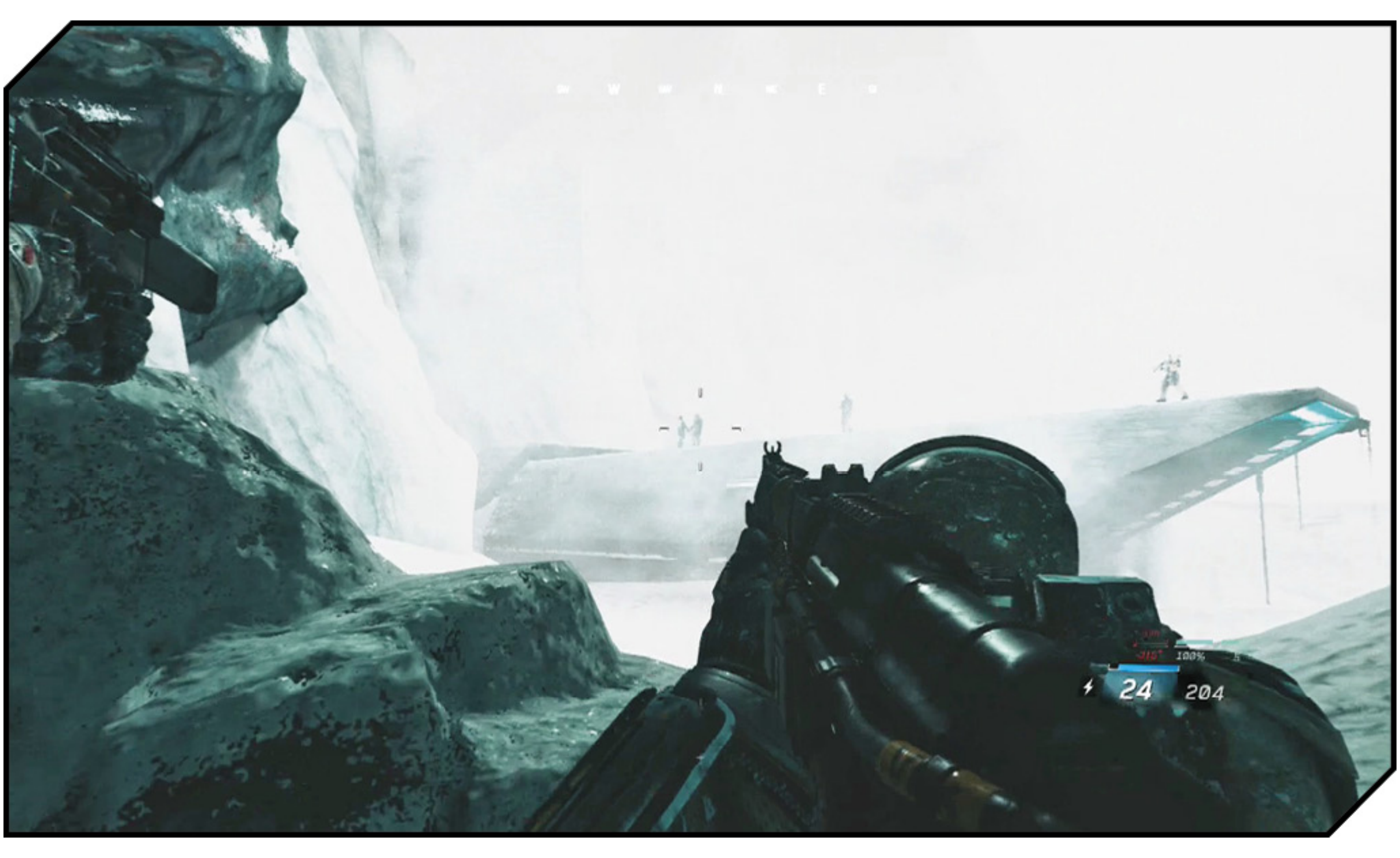
Keep balanced in the middle. When you hear Tee say, "Boost. Boost," hold the Jump button again to slow your fall before you hit the ice.

SCAR JUMP

SCARs are equipped with Booster Rigs that enable double-jumping and wall runs.

Follow the team across the ice. When you reach the ledge, fall in. Towards the end of your landing, hold down the Jump button to both slow your fall and knock down the soldier at the bottom. Hit the Melee button to score your first kill! They won't all be that easy.

A OBJECTIVE: Gain access to UNSA R&D facility.



Move through the snowy cave. Crouch behind a rock when you exit out to the open area. Use Aim Down Sight to target and kill any soldier patrolling at the top of the building. Your squad takes out the rest.

Stay in cover. More enemies are approaching from an elevator on the left. From cover, the enemies are easy kills. Pick them off.

Step forward. You need to complete a Boost Jump to clear the gap. To Boost Jump, hit the Jump button; then quickly press and hold the Jump button a second time.

B OBJECTIVE: Find and acquire the F-SpAr energy weapon prototype.

The door of the facility is in the open. First objective complete. Step inside and there is a group of SDF scientists working in the lower area of the next room. Hit the Lethal button to deploy a Seeker-Bot. Seeker-Bots are half-robot/half-grenade, and find and attach themselves to a nearby enemy before exploding.

Shoot the explosive barrel in the room to finish off any survivors. Drop down.

Switch your NV4 scope to short-range mode by pressing the indicated Inventory button. Activate the hatch, and your teammate tosses an Anti-Grav Grenade through the door. Eliminate the floating and helpless SDF guards before they can recover.

Stay behind your squad as they move through the laboratories. A large group of enemies congregates ahead. Shoot the patrolling guard as he approaches your squad. Find some cover, and then open up on the guards in the back. If the enemies are giving you trouble, toss a Seeker-Bot inside.

There are two more enemies defending the door to the main research laboratory at the back of the area. Approach the exit carefully and kill the two enemies. A welder bot cuts through the door. When Sipes knocks the door down, jump through to the large hangar area.

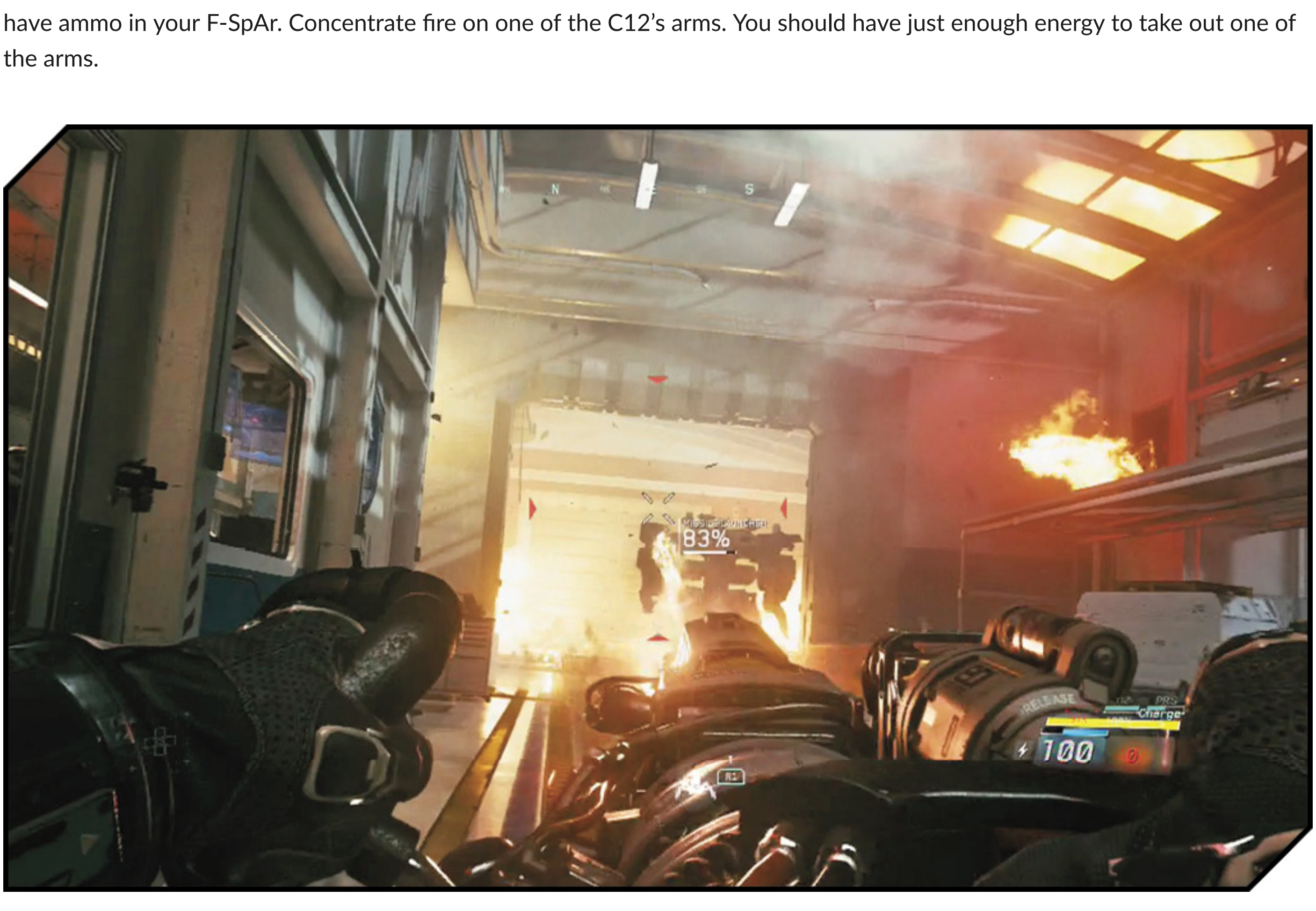
Hit the Activate button on the computer console.

C OBJECTIVE: Escape with F-SpAr energy weapon prototype.

You now have the F-SpAr Torch, an extremely powerful weapon. This will be useful for the upcoming fight, but stash it for now by hitting the Switch Weapon button. Restock your Seeker-Bots using the crate on the desk.

When the double doors open, a huge number of SDF are inside. Use Seeker-Bots to begin thinning their numbers. There is a second crate of bots in this room you can use to resupply.

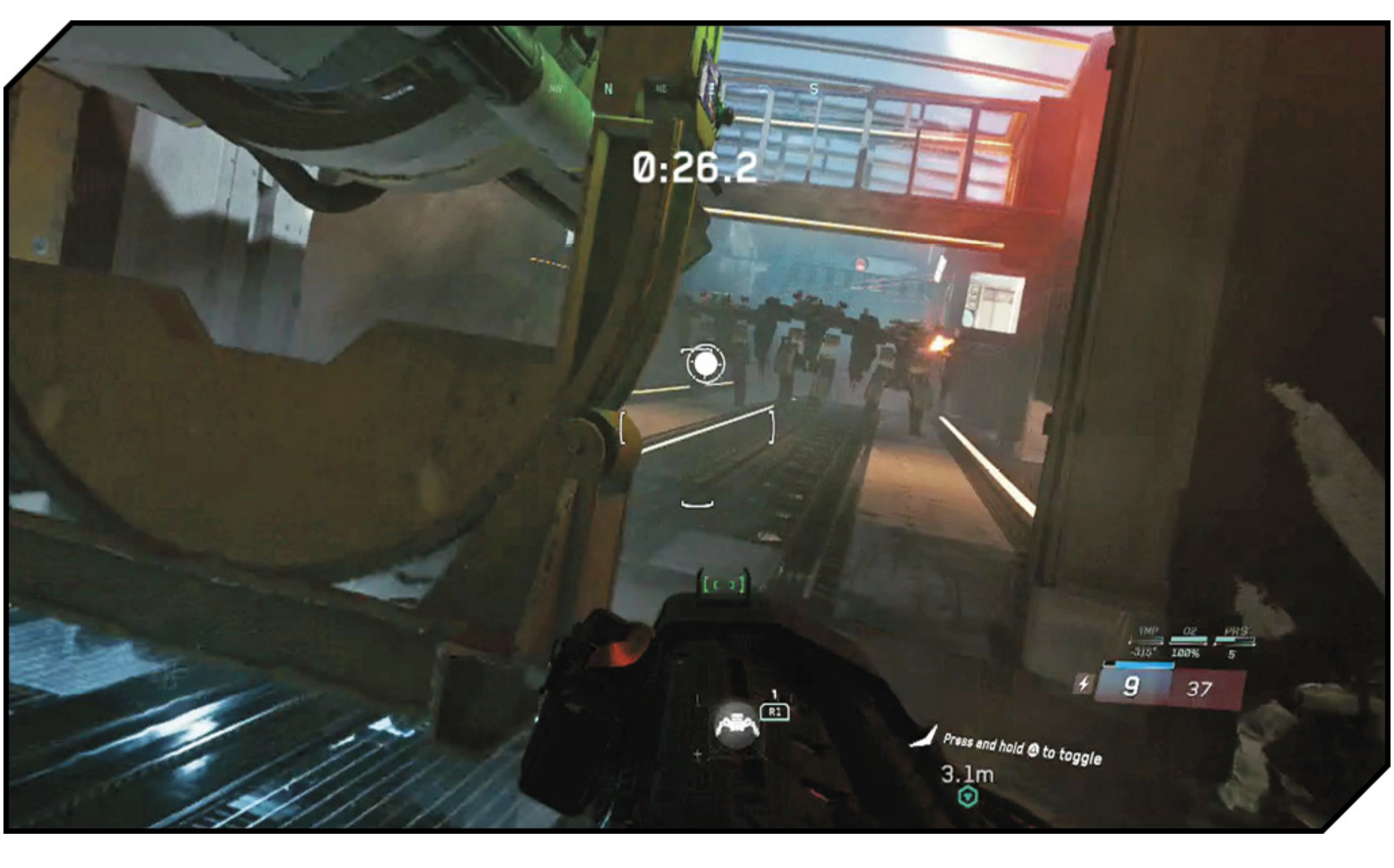
After you wipe out the first wave of enemies, a C12 mech arrives. Get ready for a serious boss fight! Luckily, you should still have ammo in your F-SpAr. Concentrate fire on one of the C12's arms. You should have just enough energy to take out one of the arms.



With one arm down, you need to get more ammunition for the torch. You should see ammunition icons on your screen to indicate the location of more torches. Sprint into the C12's room and get near one of the torches on either side of the room to restock ammo.

With a full tank, use the torch to target the second arm. When both arms are destroyed, the C12 explodes.

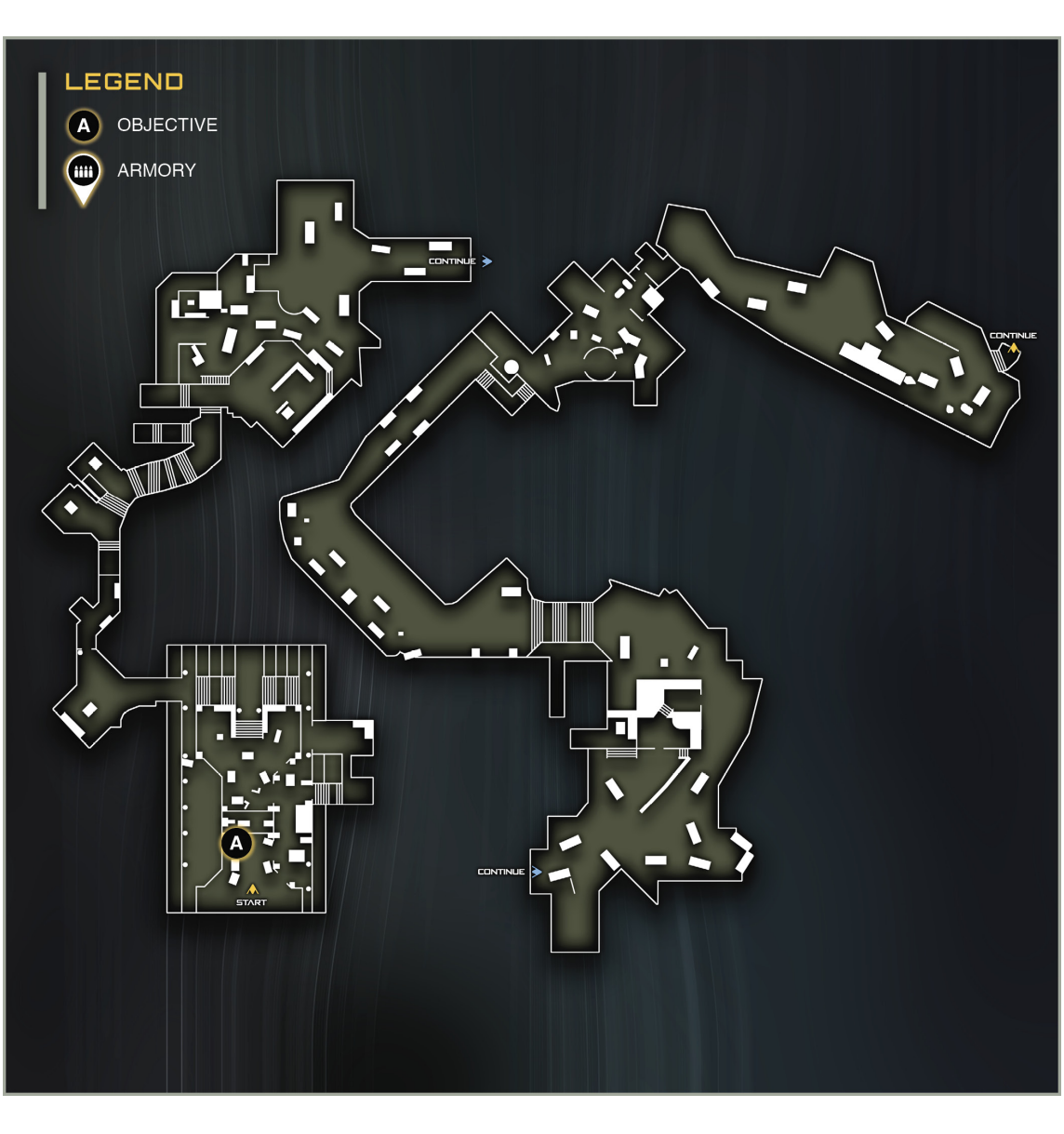
When the C12 goes, the larger version of the F-SpAr begins rolling forward. Follow it down the track. When it stops, find the computer on the right side and Activate it before the countdown timer expires.



CALL OF DUTY
INFINITE WARFARE

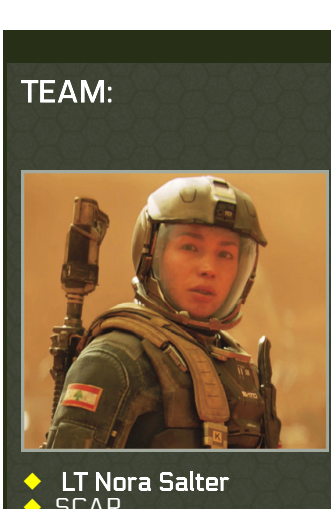
Campaign Walkthrough

Black Sky

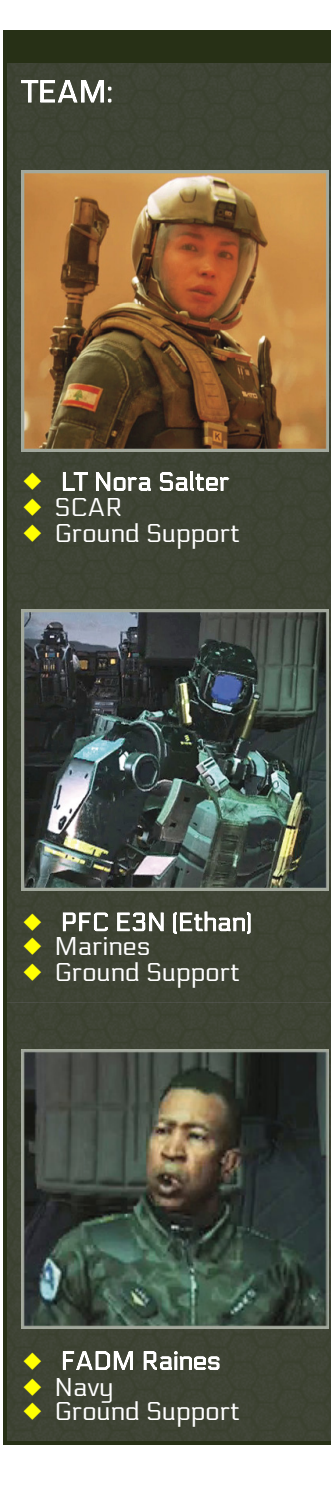


Parade

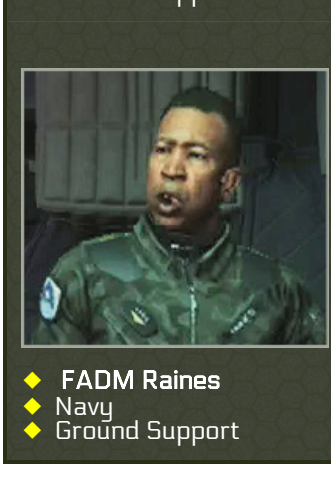
TEAM:



- **LT Nora Salter**
- SCAR
- Ground Support



- **PFC E3N (Ethan)**
- Marines
- Ground Support



- **FADM Raines**
- Navy
- Ground Support

BLACK SKY

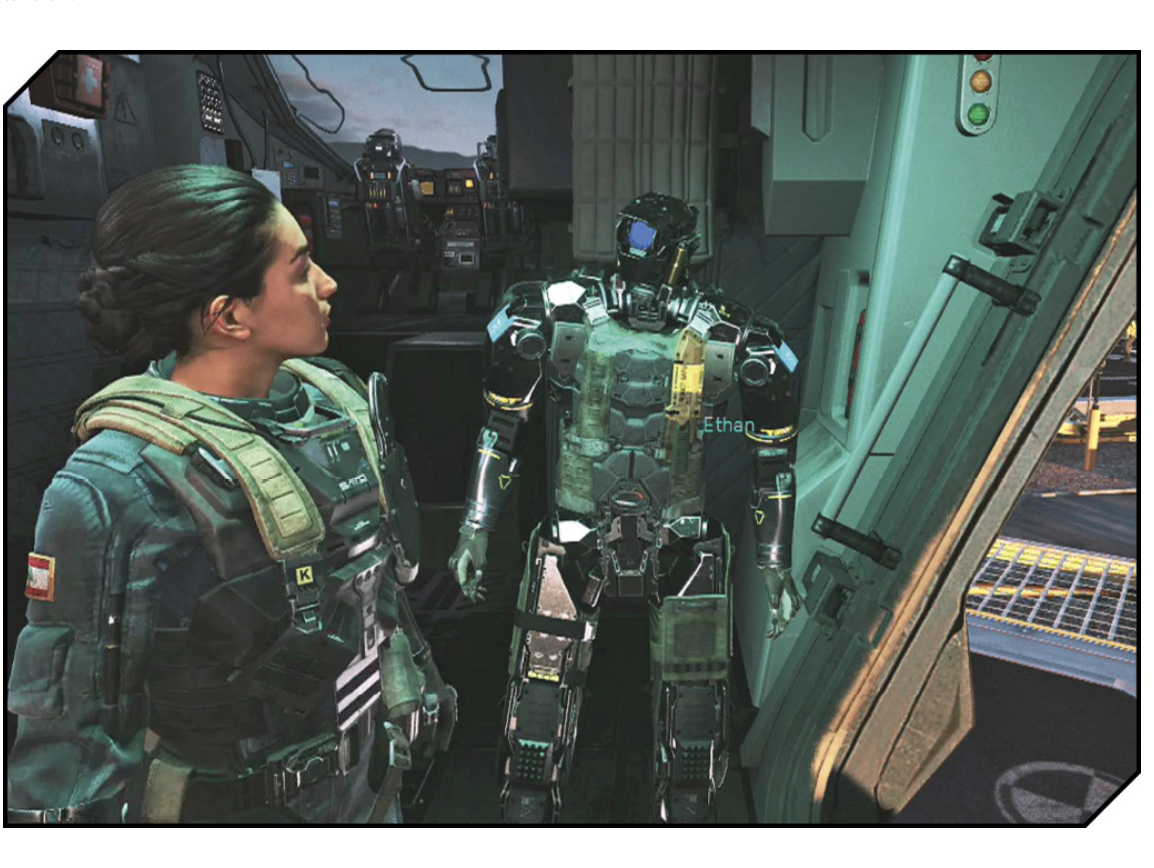
Complete Black Sky on any difficulty to earn this Achievement/Trophy.

It's Fleet Week on Earth, and the UNSA is showing off its latest tech and the newest additions to the fleet.

You are playing Lieutenant Reyes, leader of a squad of elite navy pilots named the SCARs. You start the level next to Lieutenant Salter, Reyes' right-hand woman. She'll be your number one throughout most of the campaign. Follow her as she leads you through the crowd to the transport ship.

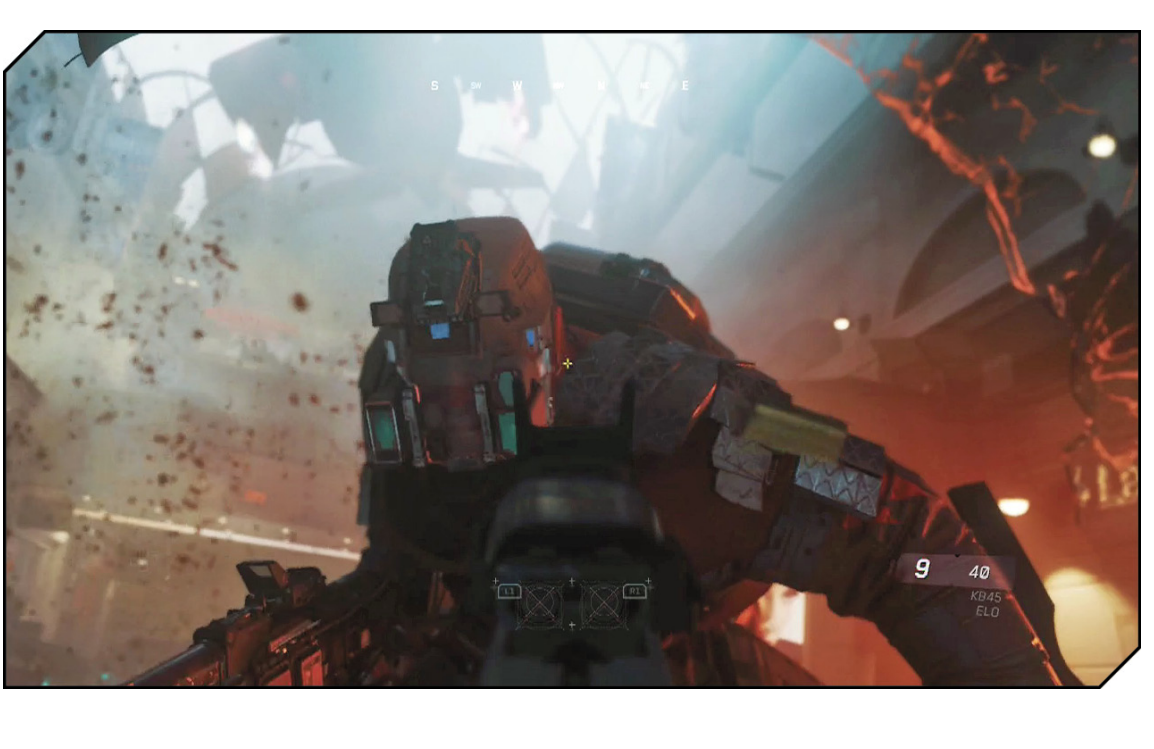
Hit Activate to meet E3N (henceforth referred to as Ethan, his preferred designation). Ethan is the latest UNSA tech, a battle drone programmed with a real Artificial Intelligence. Ethan shows off some of his AI humor as you take off with Admiral Raines.

You may have guessed by the foreboding mission title, all is not well on Earth. SetDef shows its ugly head shortly after you take off.



Under Attack

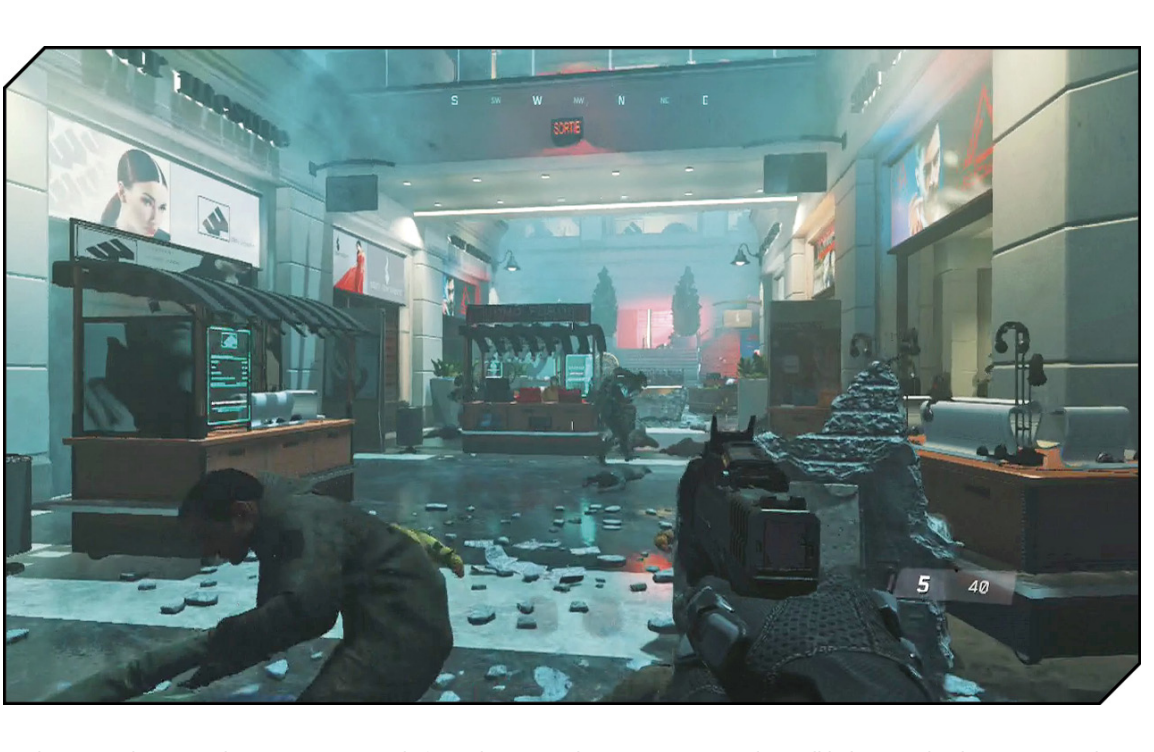
After you regain consciousness, Salter throws you a KB45 Pistol. This is a life or death situation. Hold the Aim Down Sight button and kill the soldier directly in front of you.



A OBJECTIVE: Fight your way to the AATIS control tower and stop the SDF attack.

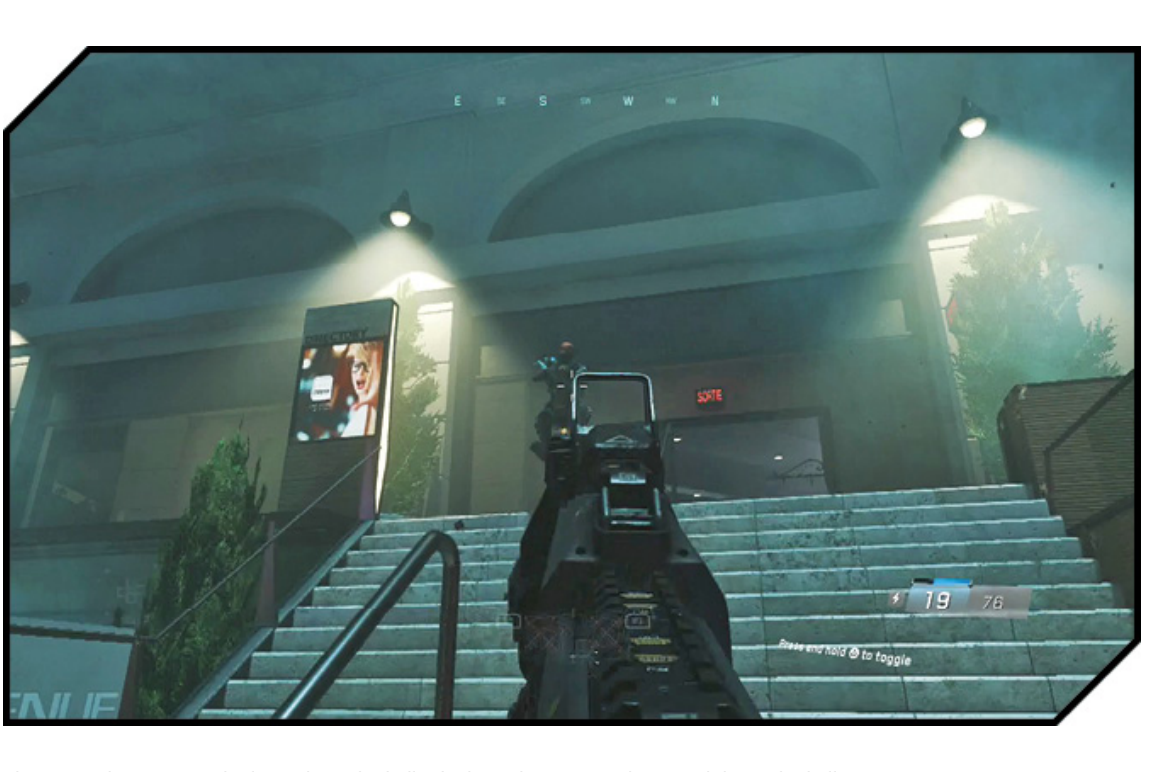
When you're free of the ship, your first order of business is going to be obtaining a weapon upgrade. Your easiest option is to grab the weapon that enemy soldier just dropped—it should be directly at your feet once you jump down from the transport ship.

Instead of engaging them from a distance, sprint to the magazine rack in the middle of the area. Stay in cover, peek out, and shoot one or two of the enemies here and grab their weapons. Now, fight your way up the stairs on your right.



At the top of the stairs, there are a few guards firing down into the main position. Salter will help you take these guys out, but stay in cover when you open fire.

With the top clear, your team should advance on the lower level and clear out the rest of this large mall corridor. Kill any stragglers on the opposite staircase, and then search the battlefield for weapons and ammo before moving on.



The exit is the stairs on the left side of the hall. Climb up the stairs and proceed down the hallway.

The hall leads to an outside area. Follow your squad down the stairs and use the Activate button to open the double doors.

Salter hands you a Frag Grenade. Prime the grenade and toss it down into the newly arrived SDF forces below.

HOT POTATO

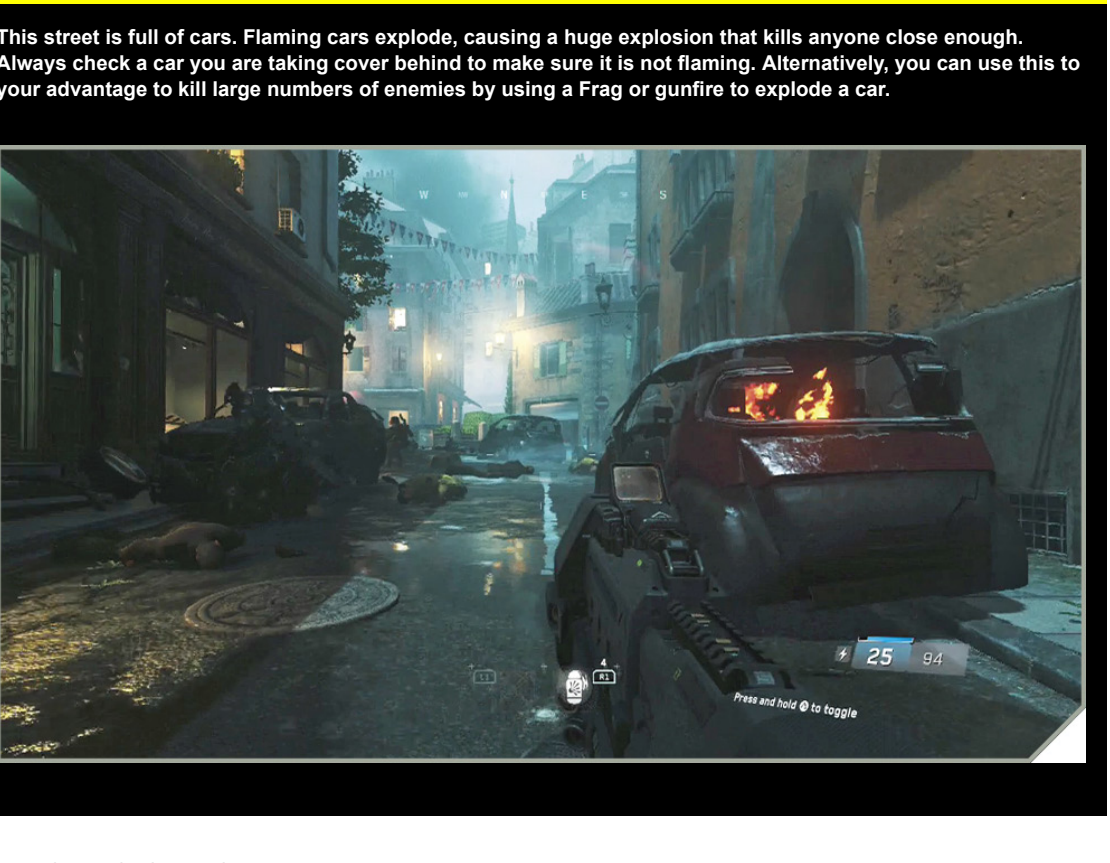
The enemies here are frag-happy. They will toss grenades on your position. Fortunately for you, they don't cook them first. If you see a grenade land near you, use the Throw Frag button to toss it back before it explodes.

Follow Salter, and use your Frag Grenades to take out the enemies hiding behind the rounded concrete wall and in the streets. There are civilians in this area, so be sure not to catch any in your blasts.

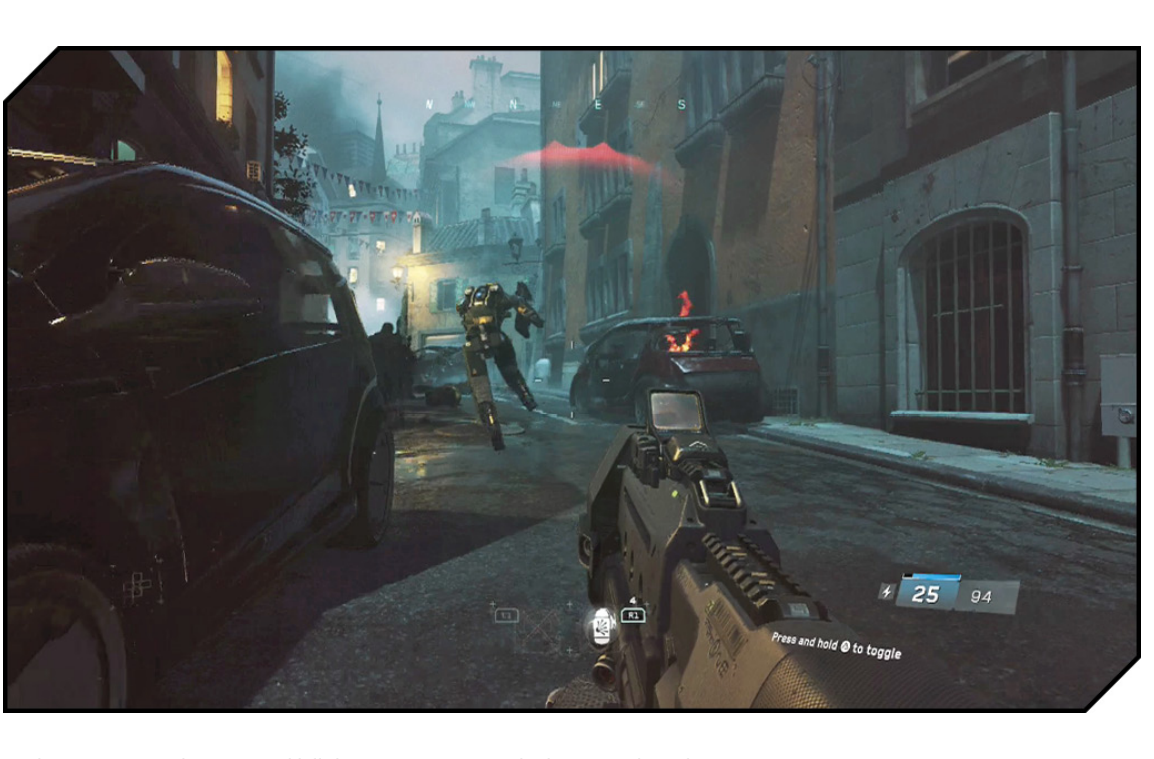
Before following Salter back into the street, restock your Frags from the two weapons cases in the cover here.

WATCH OUT FOR FLAMING CARS

This street is full of cars. Flaming cars explode, causing a huge explosion that kills anyone close enough. Always check a car you are taking cover behind to make sure it is not flaming. Alternatively, you can use this to your advantage to kill large numbers of enemies by using a Frag or gunfire to explode a car.



Follow Ethan and Salter up the street. Keep an eye out for any enemy survivors.



At the intersection, lean out and kill the Turret gunner in the hovering drop ship.

At the end of the intersection, a large set of SDF reinforcements arrives. Stay in cover and use up your Frag Grenades to weaken them. Check the house on the right for a crate of Seeker-Bots. These are the robotic grenades from the first mission.

The town square you are in has snipers in the second floors of the buildings, as heavily armed grunts patrol on the ground. Pick them off from cover; you should have plenty of ammo to clear them all. If you run low, you can return to the docks to get some more Volk and EB40 ammo from the downed soldiers there.

Press and hold for KB45 ELO

SDF ARMOR

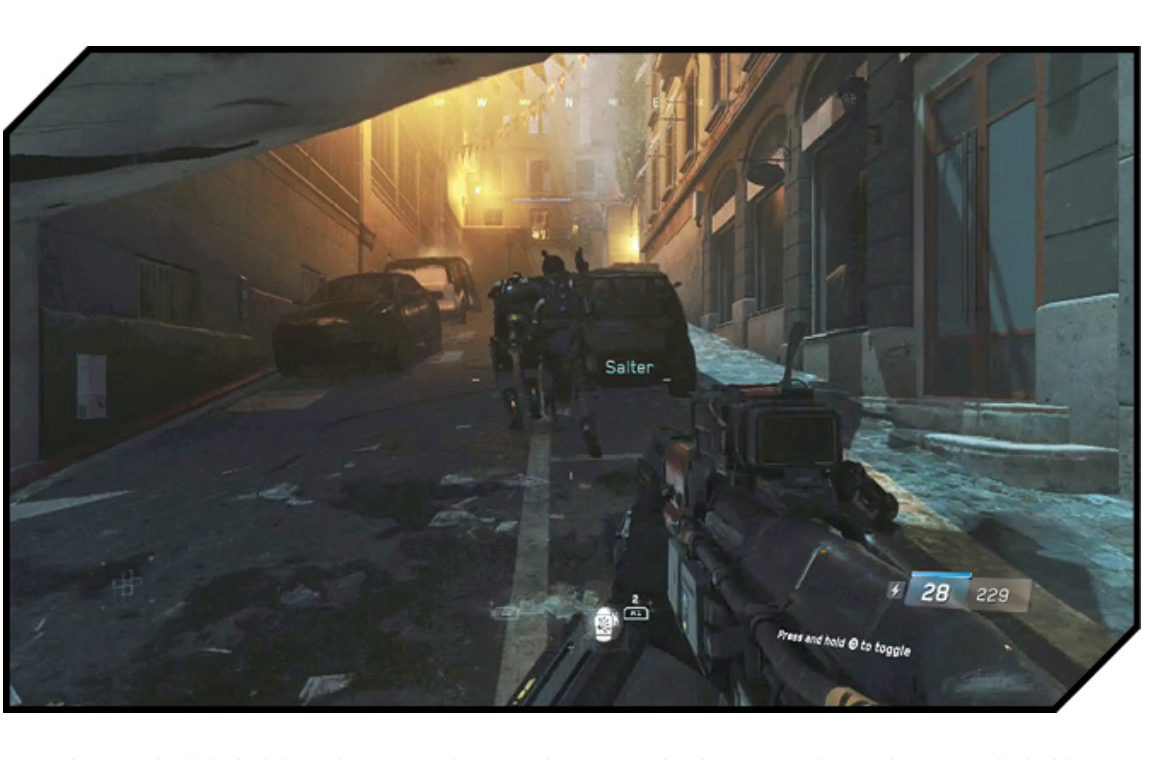
The Settlement Defense Front is serious about combat. Even their generic grunts have good armor. If you are playing on Veteran or harder difficulty, headshots are only one-shot kills with high-damage weapons. With the moderate damage weapons you have access to on this level, you will usually blow their helmets off with the first headshot. When their helmets come off, it pops them out of cover. Use a tight burst of rounds to finish the soldier off.

When the second group of reinforcements arrives and uses the barricades for cover, use a Frag Grenade to blow the car at the back of the area.

With the square clear, carefully move into the shop on the left. There is a soldier in the back room, so be ready to stop him as he charges out.

Back on the street, there is a KBAR-32 leaning against a jersey barrier.

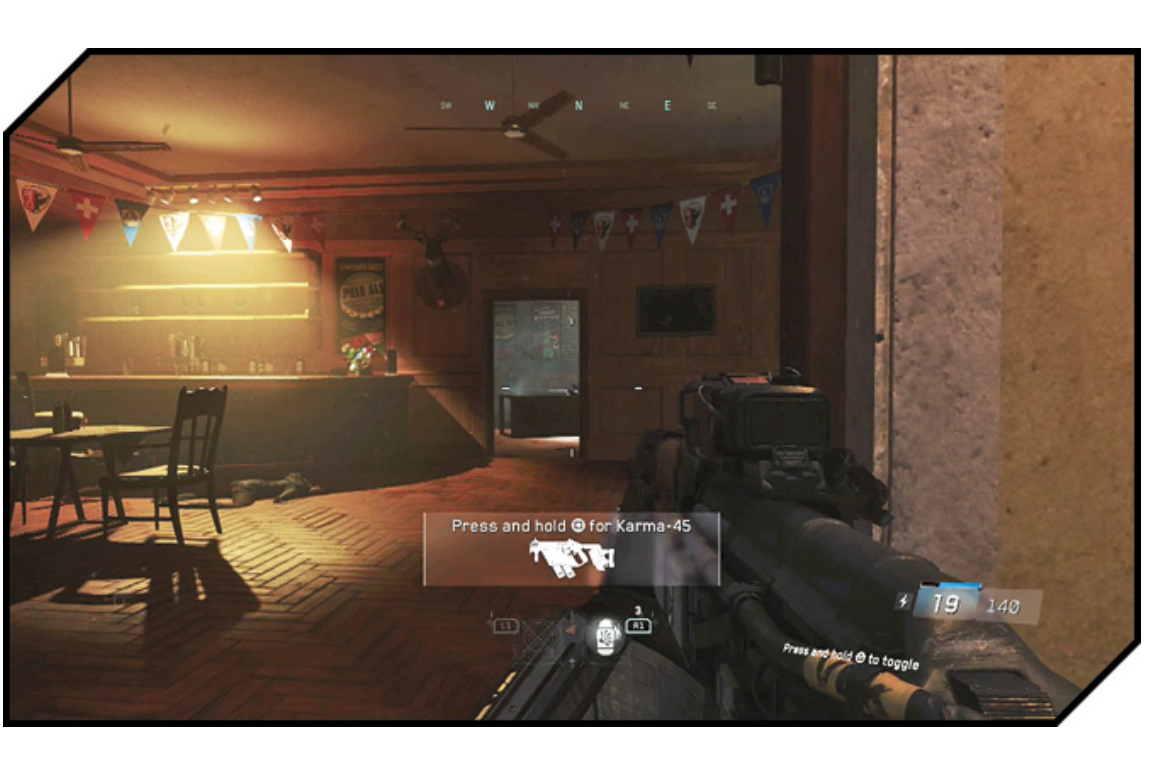
Follow your squad as the street curves back down to the docks. After the yacht is launched into the street, cut up the street right and sprint past the cars here to the staircase on the right side. (You can safely ignore the enemies that arrive at the end of the alley.)



SetDef has completely locked down the street at the top of these stairs. They have LMG robots and snipers in the buildings above. Carefully peek out and take down the robot in the window. Do the same with its sniper partner in the next window to the left.

The enemy has strong position in the market stalls below. This is a great place to use your Seeker-Bots. Deploy them, and then restock with the Frags crate off to the left.

When you've cleared most of the enemies out, advance in cover along the back right side of the area. This leads you to the enemy's flank, which will make it easy to finish them off.

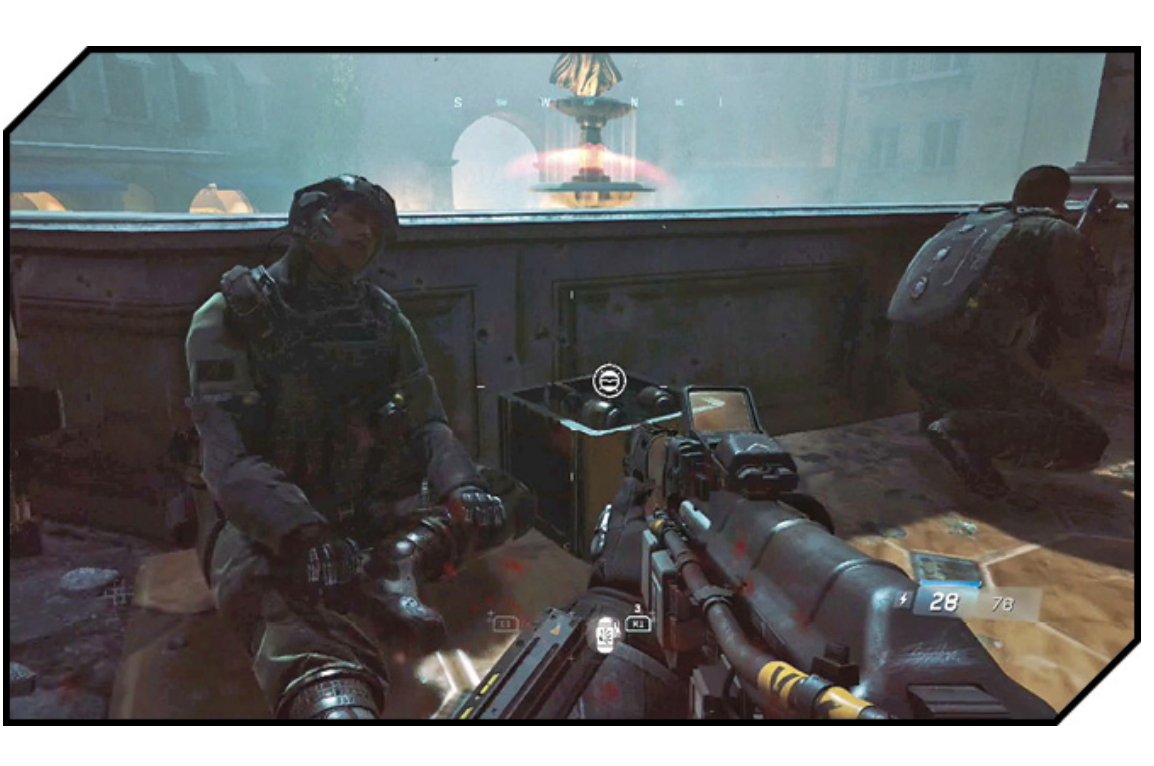


Follow your squad through the bookstore. Since you don't have a booster pack, Ethan helps you over the wall at the dead end.

After the Nova crashes, proceed up the darkened streets. There's nothing you can do to help the civilians. You must continue on to the AATIS tower.

At the end of the street, a drone attacks you. A quick melee attack will is a sufficient counterattack, but be ready to kill the bot partner with your weapon after you are released.

The next street leads to a fountain square. There's a R.A.W. Reflex LMG loaded with energy rounds leaning on the wall here. This is the perfect weapon to use against the robots. You can also find another three crates of Frags, and a box of Seeker-Bots. Feel free to use all the Seekers and Frags on the robots; you'll get some more Seekers on the way out.



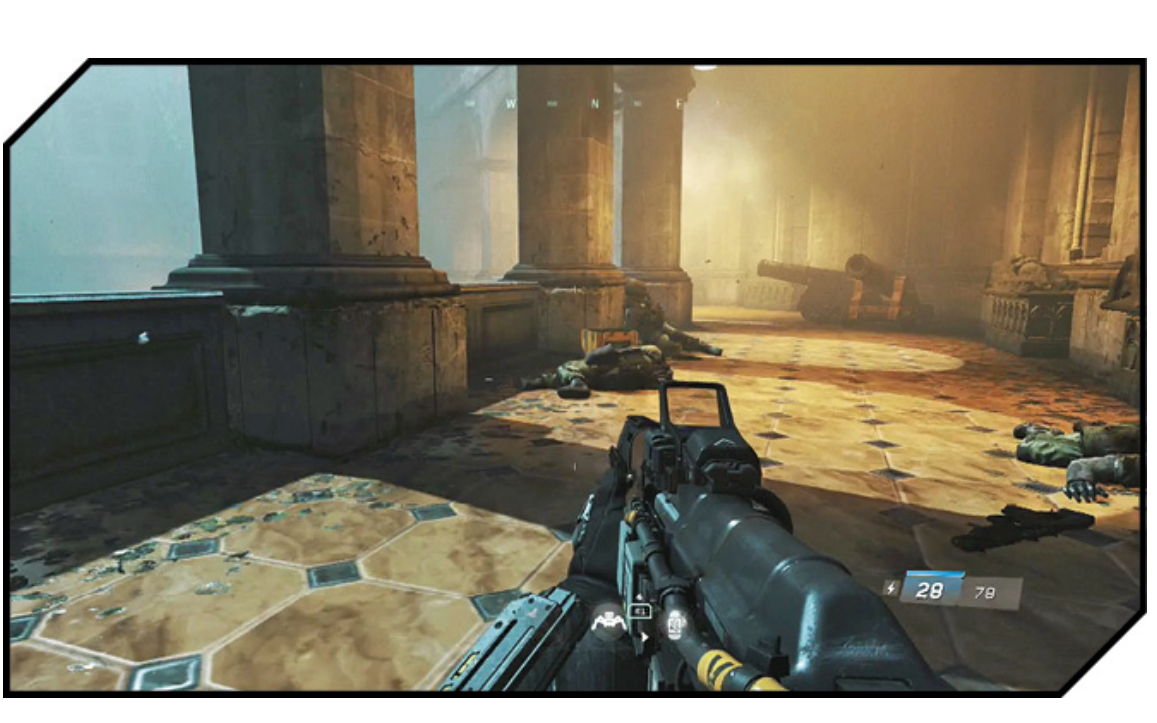
FRAG MANAGEMENT

One really cool feature of grenade boxes is that if you replace your current grenades with the one in the box, your current grenades go into the box. This means you can safely temporarily switch to an alternate grenade without worrying about losing your currently equipped grenades.

Follow the upper cannon walkway around the side to get a better position on the robots. When the fountain is cleared, Raines signals to Salter to lead the charge out. Replenish your ammo supply with the ammo crate in the middle of the fountain area. As you exit into the next street, a crate of Seeker-Bots sits next to the corpse on the left side.

Leaving the fountain area, a large SDF ship arrives and pummels the street with fire. Sprint out of the street to take cover along the left side. SDF defend the building directly ahead. Use a Seeker to clear the building.

There are some enemies on the street to your right, so be careful you aren't exposed from your cover.



Move into the building directly ahead. When you emerge out the backside, check your left flank to get a drop on the enemy there. Use your remaining Seekers on the street ahead and replenish Frags from the nearby crate on your left.

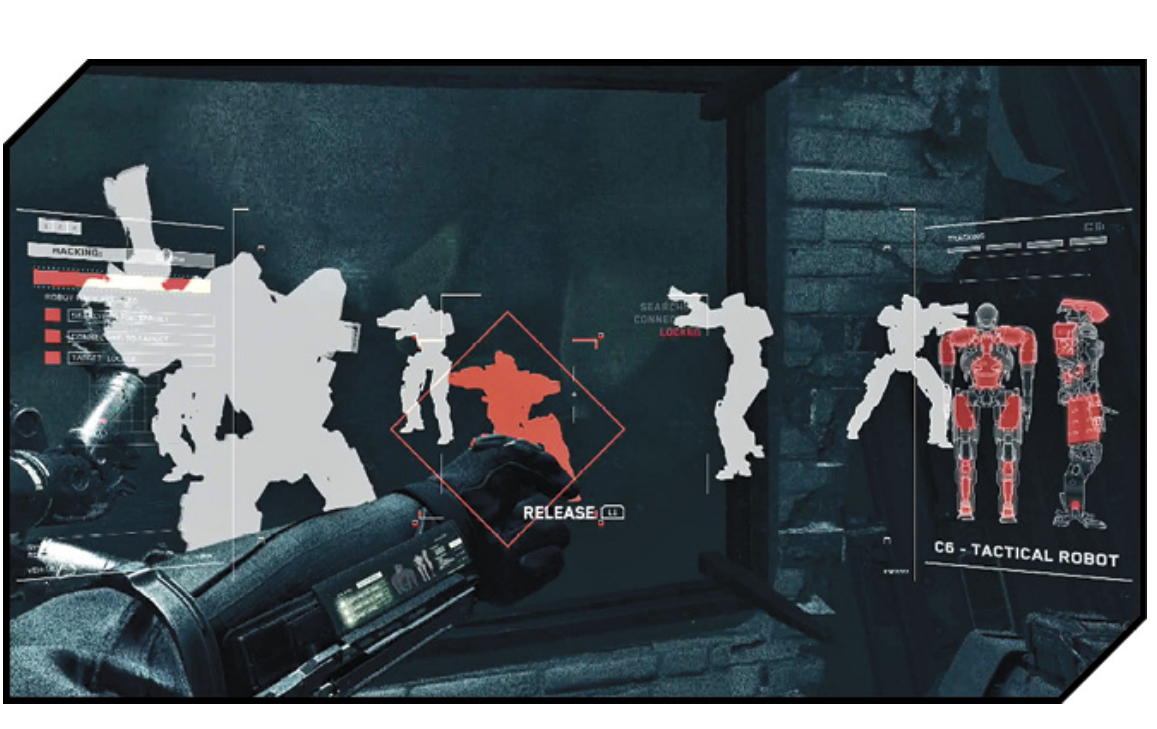
When the way is clear, press forward to the Ziegler Francisco building.

Hit Activate to begin your first Peek action. Peeking allows you to see what's on the other side of the door without immediately alerting the enemy of your presence. Peek inside; shoot the trooper immediately in front of you. Kick the door open and kill the solider behind cover on the right.

Use a Frag to dispose of the arriving enemies at the front of the restaurant.

As you move forward, a large deployment of bots drops in the front door. Ethan seals the window and gives you a Hacking Device.

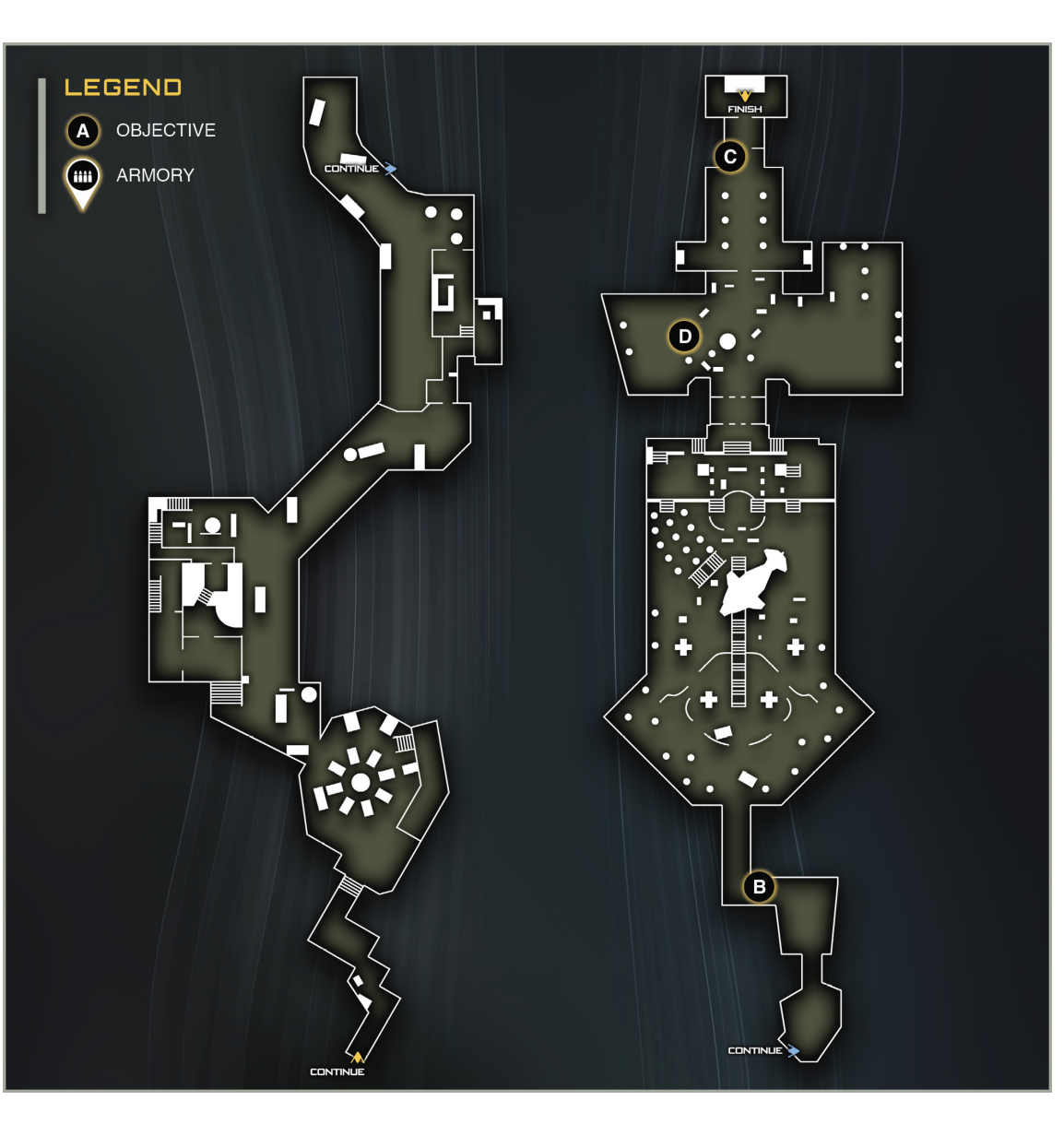
While controlling the bot, you can freely attack its friends. Eventually, however, the enemies realize the bot has turned and begin attacking back. When this happens, hit the Throw Frag button to start a self-destruct sequence that results in a massive blast, killing any nearby enemies. You only get about thirty seconds in control of the bot, so use your time wisely.



With the bot squad twitching and in pieces, jump through the window. Follow your squad up the street to the downed beam. Help Salter lift the beam with the Activate button. This is your first Tactical Equipment. Hit the Tactical Equipment button to activate the hack. Focus on one bot and wait until it turns red. Release the button, and you take control of the bot.

In the basement, you find makeshift quarters for the wounded. You will find a crate of both Seekers and Frags here; take whichever type you prefer. There is also an NV4 Assault Rifle sitting on one of the crates. Don't miss the ammo crate; restock your weapons before leaving the basement.

The tower is dead ahead. Time to charge!



B OBJECTIVE: Take the hill and repel the SDF forces.

Sprint up the right side of the area. This keeps you out of most of the incoming fire. There's plenty of cover on the barriers here. When you see the downed enemy transport ship in the middle of the area, head for the low wall to the right at the bottom of the central staircase (that the transport cockpit rolls down) to grab an EBR-800 sniper rifle.

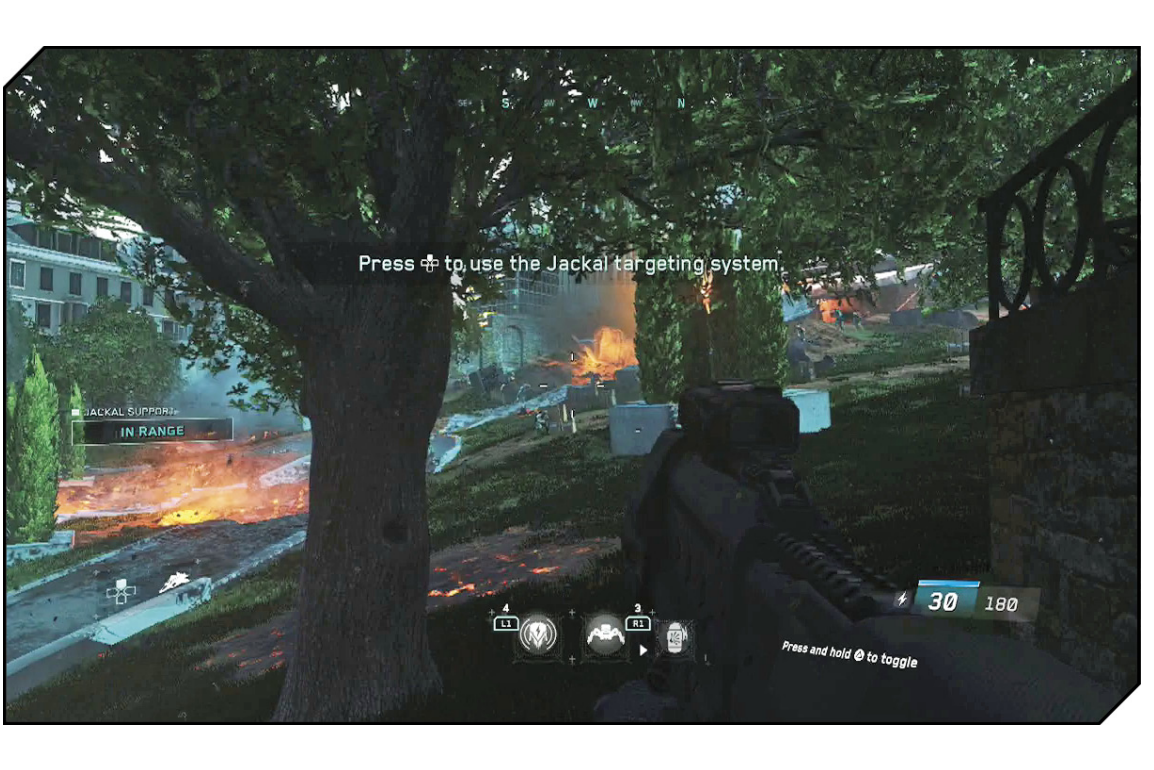
When they give you the go, you can use the indicated Inventory button to pull up the Jackal strike interface. Highlight the enemies on the downed transport and hit the Fire button to call in the strike.

Now, head for cover inside the hull of the downed transport straight ahead. Refill on Hacking Charges here if needed. You are waiting for a drone ship to arrive and hover over the area ahead. From the safety of the dropship, use your Hacking Device to hack one of the bots on the drone ship, and self-destruct it to bring the whole thing down.

Your Jackals should be ready for a second strike. Use it to take out the enemies defending the right side of the tower base ahead. Continue advancing in cover and using the Jackals when they are ready. Using the Jackal interface can tell you when an area is clear, but you must advance on the enemy or they will continue to reinforce.

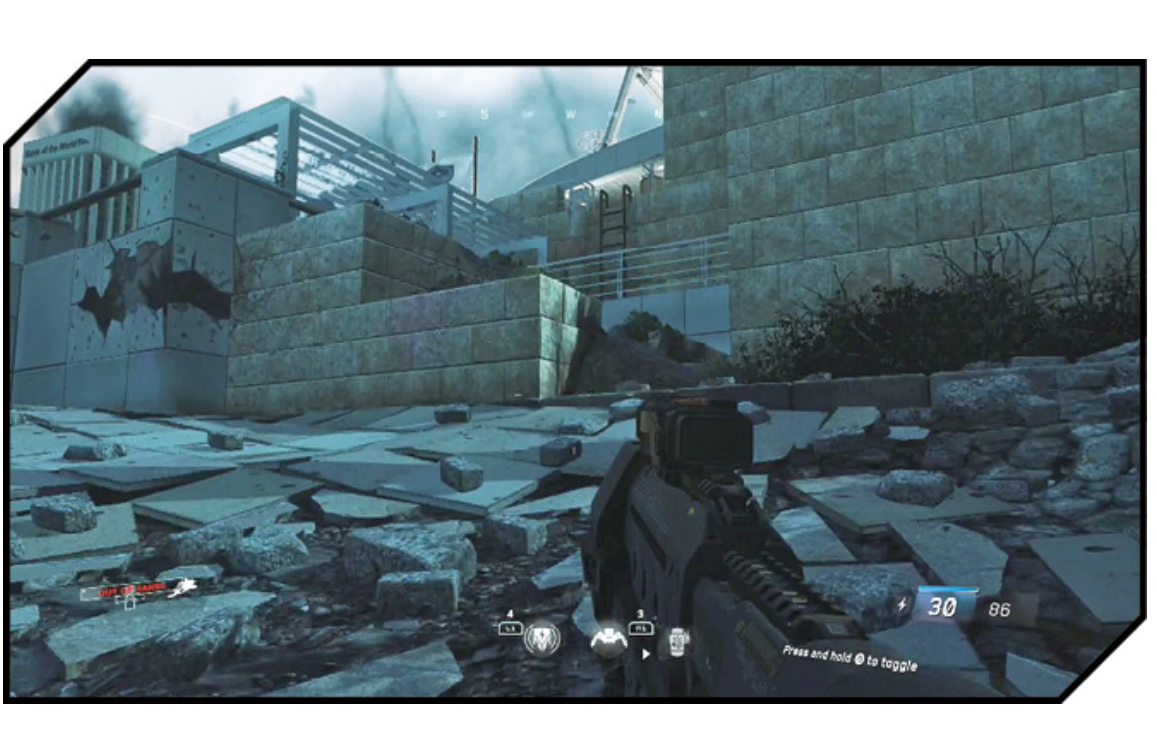
Don't rely entirely on the Jackals. Stay in cover and pick off enemies from safety while you wait for your squad to get into position.

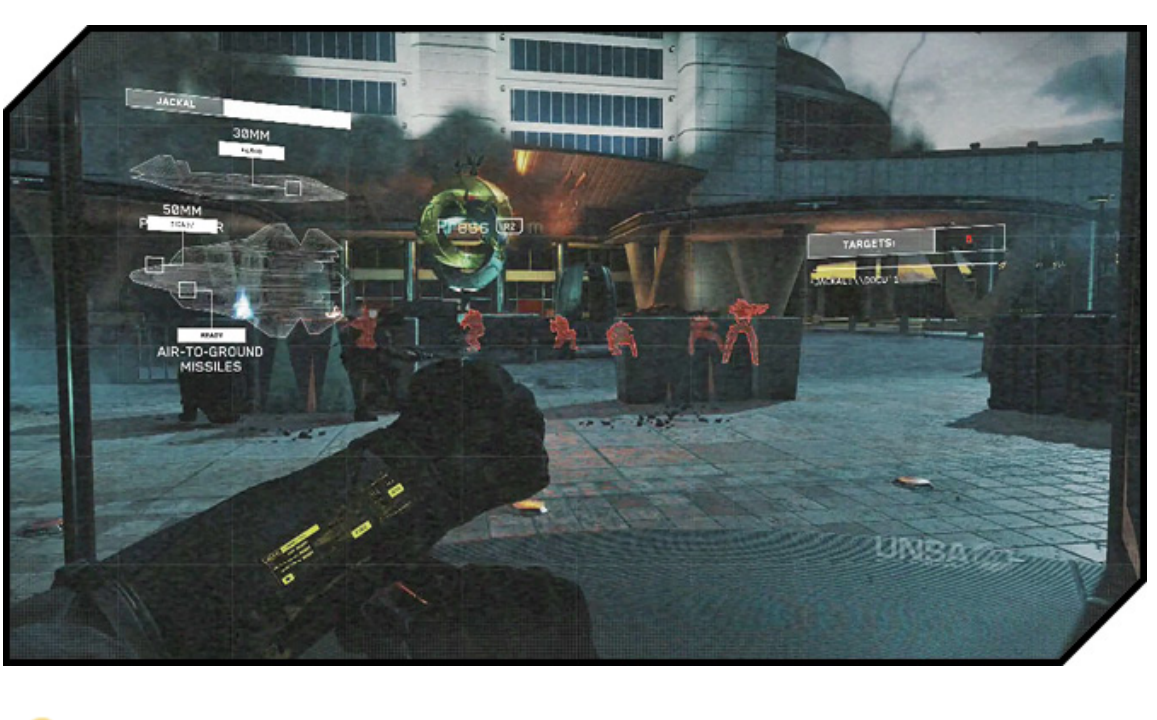
If you stuck to the right side, you will eventually jump up into the tower base and find a ladder that leads to an upper area. This is the perfect place to finish off the SDF with the Jackals. Wait for the recharge and rain fire on the defenders.



Don't forget, you still have Hacking Charges, very useful while you are waiting for three-one to get on point. When you've cleared the base exterior, jump the wall and proceed to the next point of cover, just outside the base entrance.There are plenty of SDF here, so be patient and wait for your Jackals to recharge and deploy another attack before making an attempt at the tower doors. You can wait for the rest of the UNSA forces to advance before following them through the doors.

When you get inside the lobby, you need one more Jackal strike to secure this position. Fire away, and clean up any stragglers with your Seekers. Ethan will give you an all clear.





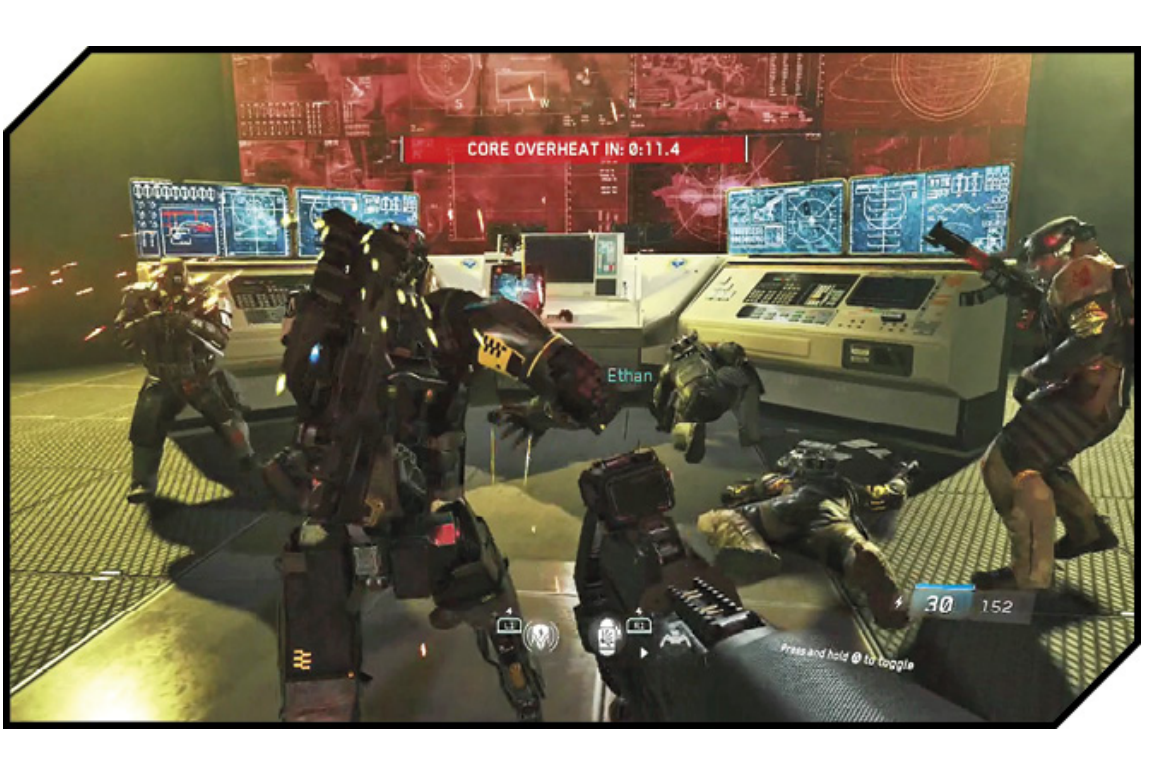
C OBJECTIVE: Breach the control room and stop the attack.

Sprint after Ethan and the rest of your squad. The SDF is behind the sealed doors.

Before breaching the doors, make sure your weapon is reloaded. If you are playing on Veteran or higher difficulty, you need to make sure you have a powerful weapon equipped so you can kill the guards quickly. The KBAR-32 in the room just before the breach doors is sufficient for this task.

Breach the door with the Activate button. The game enters slow-motion breach mode. Your primary targets are the three guards to Ethan's right, just after the breach. Start with the crouching guy on the left, then the guard all the way to the right, and finally the guard in the middle.

Quickly activate the terminal in the center of the room. You only have a few seconds before it self-destructs.



Take to the Sky

With SDF's plan foiled, it's time to bring the fight to them, repelling them from Earth's orbit.

D OBJECTIVE: Board your Jackal.

Your Jackal lands just outside shortly after the level begins. Approach the side of the ship and hit the Activate button to enter. The ship enters autopilot as you take position to leave the Earth's atmosphere.

E OBJECTIVE: Assist the UNSA fleet and repel the SDF attack.

AUTOPILOT: ON / OFF
FLARES
ECM
HOVER
FLIGHT
30mm Gren
30mm Gren

Once in position, follow the on-screen indicators to charge your Afterburners and leave the atmosphere.

This is your first time in a Jackal, so it wouldn't hurt to check out the details on flight combat in the Gameplay Basics section. You will be facing light resistance from SDF Skelter groups.

When you regain control of your ship outside of Earth's atmosphere, press the Sprint button to fire Afterburners to quickly enter the fray. The enemy is dead ahead!

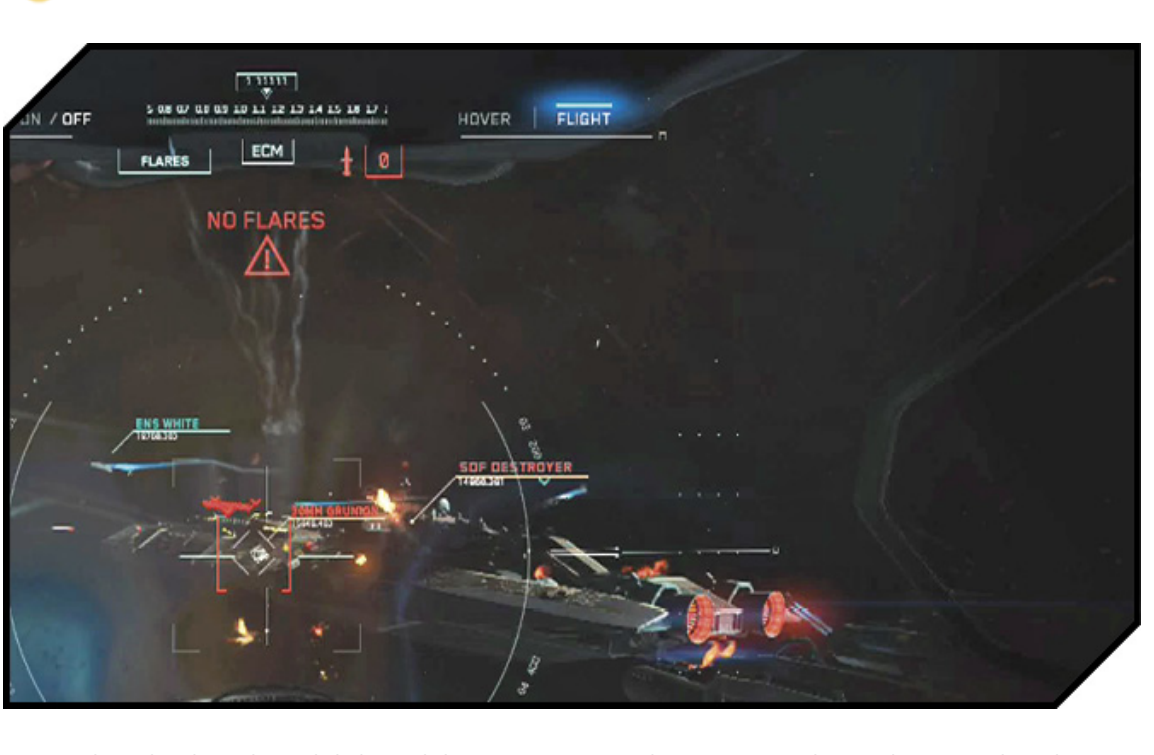
You don't have access to missiles in this mission, but your 30mm guns will be good enough for disposing of the Skelters. Use the lock to get in position behind a Skelter and open fire on the reticle that leads their ship. (This approximates where you need to fire to hit.)

The biggest threats are incoming missiles, so keep your finger ready on the Tactical Equipment button. As soon as you get an incoming missile alert, hit the button to fire flares and kill the threat.

Luckily, the destroyers in this sector are distracted by the incoming UNSA fleet, so you won't need to worry about drawing fire from them during this dogfight.

Fire in bursts when shooting at a Skelter. This reduces the chances of your guns overheating while dogfighting. If you take critical damage, immediately engage your Afterburners and change directions. This should allow you to lose any enemies on your tail.

F OBJECTIVE: Destroy the SDF destroyer.



After you have shot down about a half dozen Skelters, you are instructed to target one of the SDF destroyers. These things are very deadly if you get too close. Switch to your 50mm guns and let loose into the side of the warship. You can target any of the lit targets to start disabling its gun batteries.

Be sure to use Aim Down Sight to automatically lock on targets with your 50mm. Keep an eye on your heat meter. If your 50mm gets too hot, you can switch back to your 30mm gun while it cools.

Eventually the destroyer can't take any more from your wing's relentless assault. When it blows, return to the UNSA Retribution.

G OBJECTIVE: Return to the Retribution.

Fly to the blue hash on your screen. As you approach the Retribution, blue spheres light up in your HUD. Fly through the spheres to initiate docking procedure.

Unfortunately, before you can safely dock, the SDF flagship Olympus Mons arrives. This battle isn't over yet!

H OBJECTIVE: Engage the enemy supercarrier Olympus Mons.

Ethan takes over the controls, so you only need to worry about firing your guns and deploying flares. You can use either gun for this section. Do your best to take out as many guns as you can as you strafe the side of the Mons.

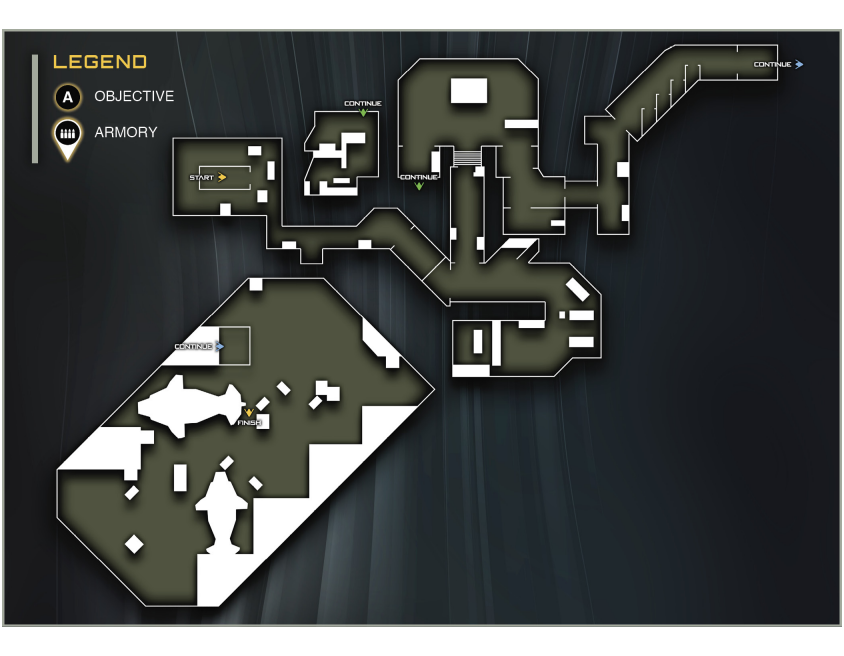
No matter how well you perform in this section, the escape of the Mons is inevitable, but the cost was high. The Retribution rammed the side of the Mons to initiate the retreat.

I OBJECTIVE: Return to the Retribution.

Try docking with the Retribution one more time by flying through the nav circles near the landing area. When you've successfully docked, the mission is complete.

Campaign Walkthrough

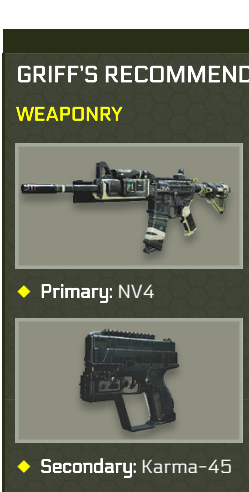
Operation Port Armor



GRIFF'S RECOMMENDED LOADOUT:

WEAPONRY

- **Primary:** NV4



- **Secondary:** Karma-45

TACTICAL

- Hacking Device

LETHAL

- Frag Grenade

Retribution: Aftermath

OPERATION PORT ARMOR

Complete Operation Port Armor on any difficulty to earn this Achievement/Trophy.

You start this level immediately after the prior. You and Salter are still in your Jackals. Wait for the flight crew to help you off your ship. The hangar took serious damage in the attack.

HOME

Retribution will be your hub throughout most of the campaign. However, many of the features that the ship offers will not unlock until after you complete Operation Port Armor.

Follow Salter up the elevator. A storage cabinet has blocked the entrance to the bridge. Help her lift it by holding the Activate button.

After lifting the cabinet, you meet Marine Staff Sergeant Usef Omar. Omar will be aiding you on several of the upcoming ground-based missions.

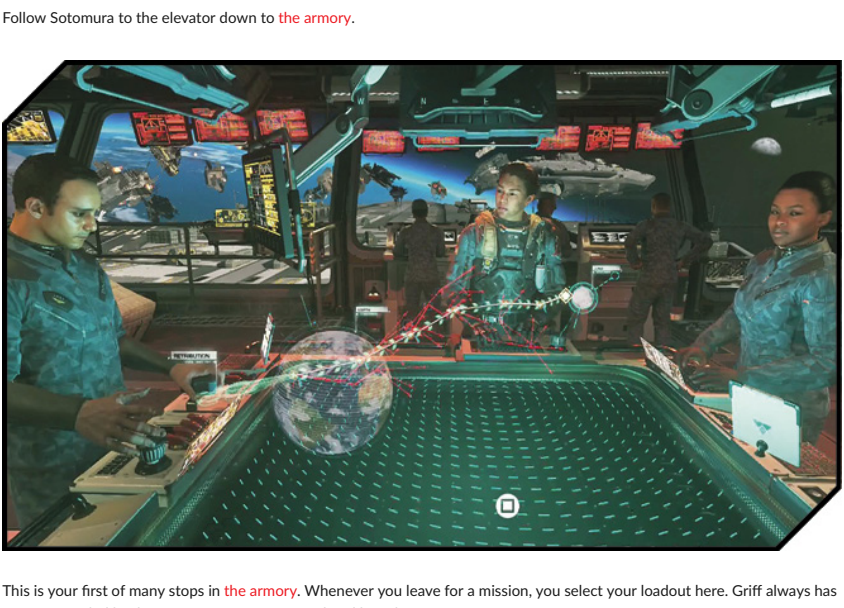
On the bridge, you have been assigned as Commander of the Retribution.

In the captain's quarters you can use the computer to find additional background on the other characters in the game, listen to intel logs, and get After Action Reports (AARs) for each of the missions you have completed.

You can also take a look at the Most Wanted board, which shows some of the SDF's most wanted leaders and soldiers. When you kill one of the members of their leadership, their card will appear on the board and you can read their bio.

When you have finished in the quarters, enter the bridge and Activate the command panel in the center of the room. This instructs the crew to warp the Retribution to the moon for your next mission.

Follow Sotomura to the elevator down to the armory.



This is your first of many stops in the armory. Whenever you leave for a mission, you select your loadout here. Griff always has a recommended loadout for you. You are free to heed his advice, or customize on your own.

ADDITIONAL ADVICE

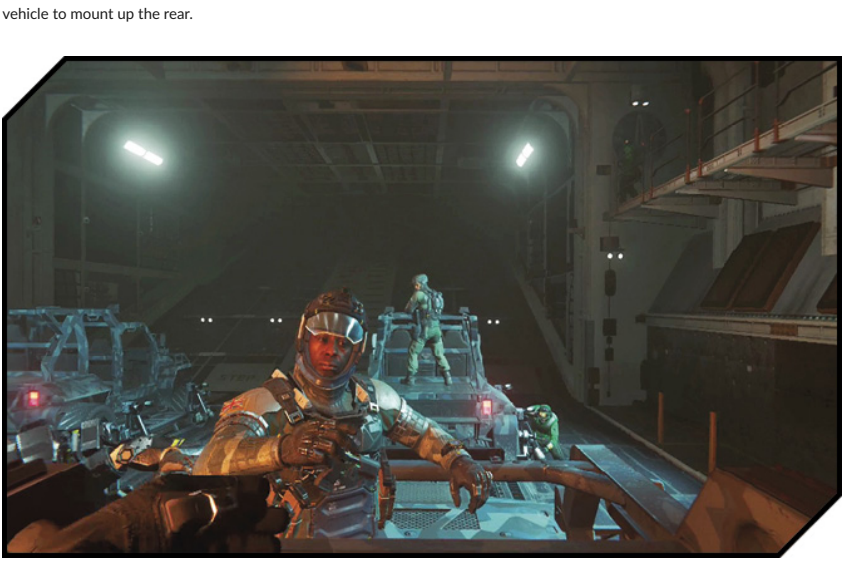
This is a standard assault rifle/SMG setup that you should be familiar with if you have played previous *Call of Duty* games. For your secondary, you don't have many options, and the Karma-45 is the best choice. Be sure to customize the attachments with your preferred choice. The Trojan Scope can be useful early in the game, since it makes differentiating friendlies from enemies easier.

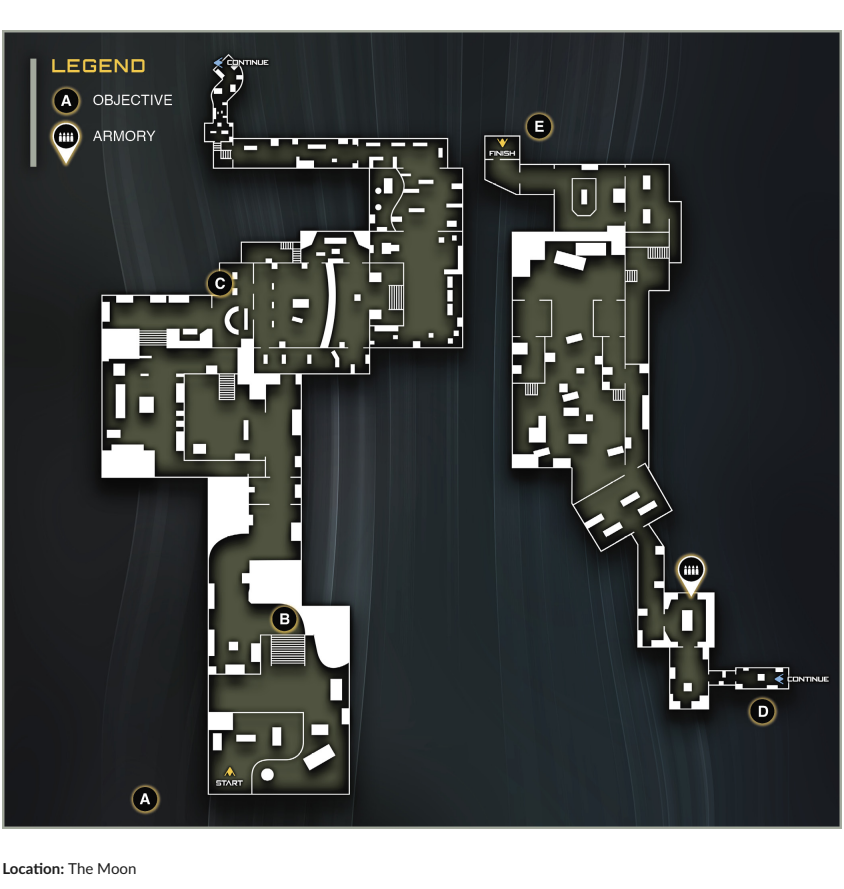
For your primary, exchange the NV4 for the Volk AR or even the EBR-800 Sniper, if you picked either up in the previous mission.. The energy ammo for either gun will be useful against the enemy drones you will fight on this mission.

As you find weapons in the game, more will become available for selection. Additional attachments for each weapon are found by successfully completing missions. For more info, check out the Armory section of Gameplay Basics.

With your outfitting complete, it's time to get to the mission. Move down the corridor and open the hatch at the back. At the end of the elevator ride, move forward to equip your Booster Rig. This enables the ability to double-jump and long jump, which you learned how to do in the first mission.

Open the last door to exit into the Hummer bay. Coordinate with Omar to set up in the near vehicle. Activate the back of the vehicle to mount up the rear.





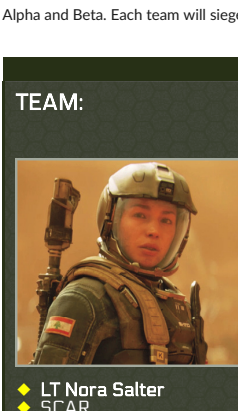
Location: The Moon

Target: UNSA Lunar Terminal

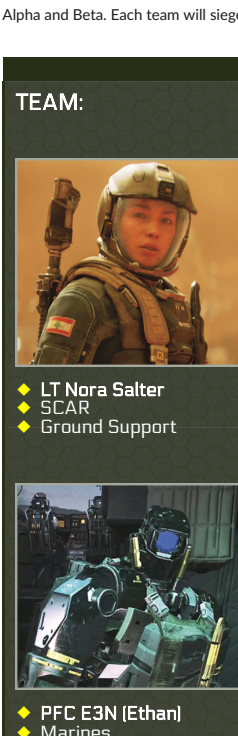
Mission Summary: Infil to the Lunar Terminal.

Mission Description: SetDef has attacked a civilian terminal on the moon. Your attack group will be broken into two teamws: Alpha and Beta. Each team will siege the terminal from two directions.

TEAM:

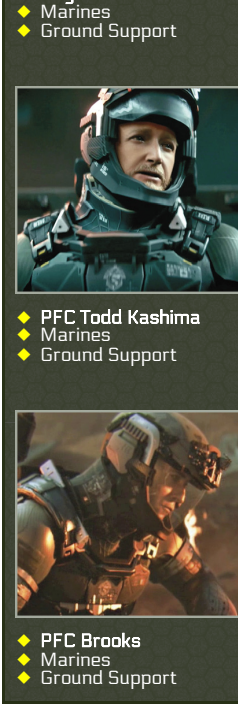


- LT Nora Salter
- SCAR
- Ground Support

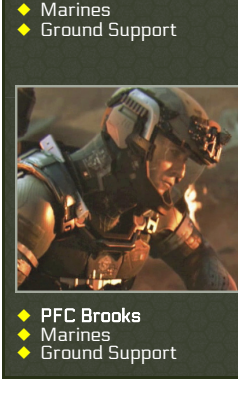


- PFC E3N (Ethan)
- Marines
- Ground Support

- SSgt Usef Omar
- Marines
- Ground Support



- PFC Todd Kashima
- Marines
- Ground Support



- PFC Brooks
- Marines
- Ground Support

Civilian Terminal

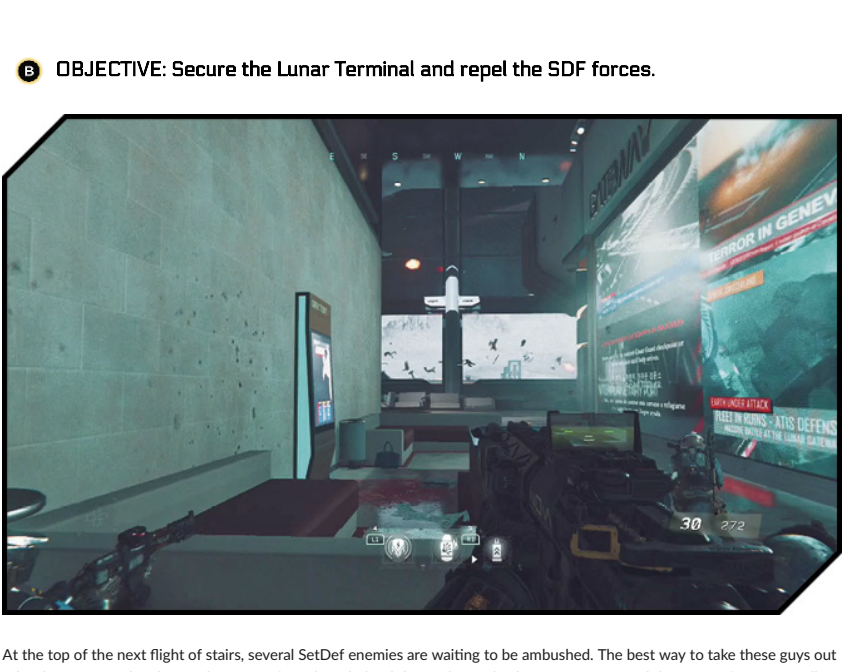
A OBJECTIVE: Infil to the Lunar Terminal.

After a rough landing, your vehicle is assaulted on the right side by a SetDef APC. Aim Down Sight and shoot the gunner at the top of the vehicle.

Once you are inside the terminal, you are in lunar gravity. Hop over to the nearby air lock. When the room pressurizes, you also get Earth gravity.

Peek through the door. No threats. SetDef isn't in this section of the terminal, so you can move through freely to the next section.

B OBJECTIVE: Secure the Lunar Terminal and repel the SDF forces.



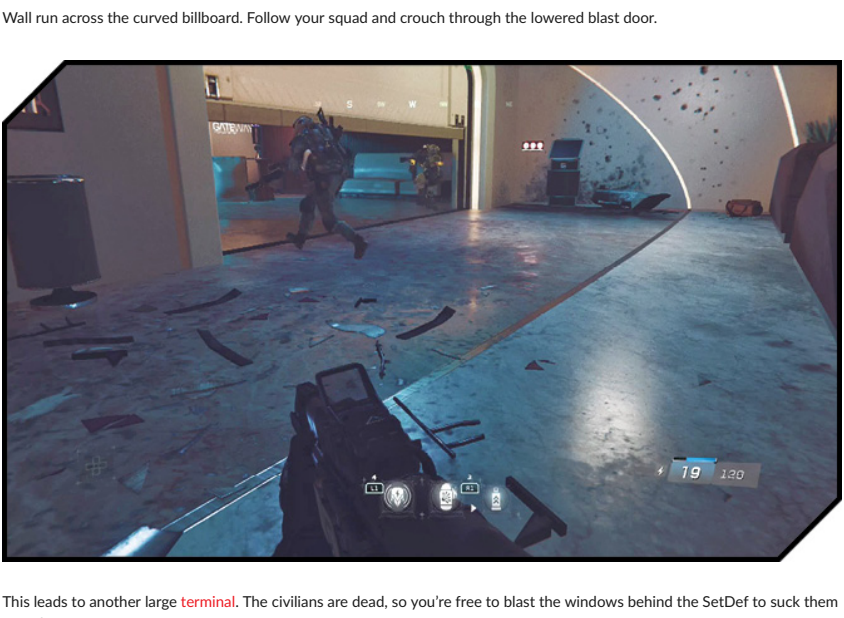
At the top of the next flight of stairs, several SetDef enemies are waiting to be ambushed. The best way to take these guys out is by shooting out the glass in the terminal windows behind them. This sucks the enemies out, and the terminal automatically seals the windows after they are blown open.

SITUATION AWARE

It's always a safe bet to shoot out the windows of a room before you enter it. This ensures that the enemy doesn't shoot out the windows of the room while you are defending it. If you are caught in the vacuum, you will be sucked out, unless you can take cover behind an obstacle.

After blasting most of the enemies into vacuum, stay in cover and move up into the terminal.

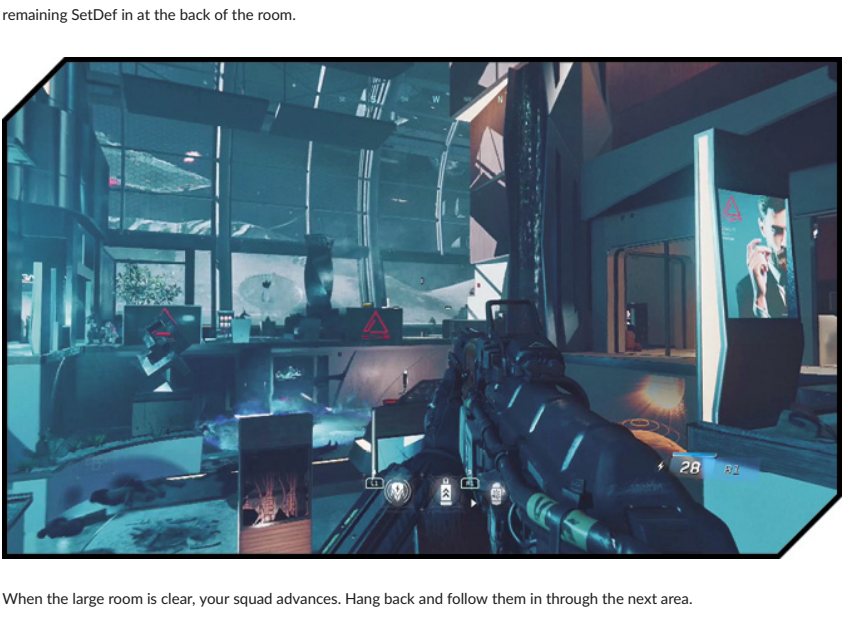
Wall run across the curved billboard. Follow your squad and crouch through the lowered blast door.



This leads to another large terminal. The civilians are dead, so you're free to blast the windows behind the SetDef to suck them outside.

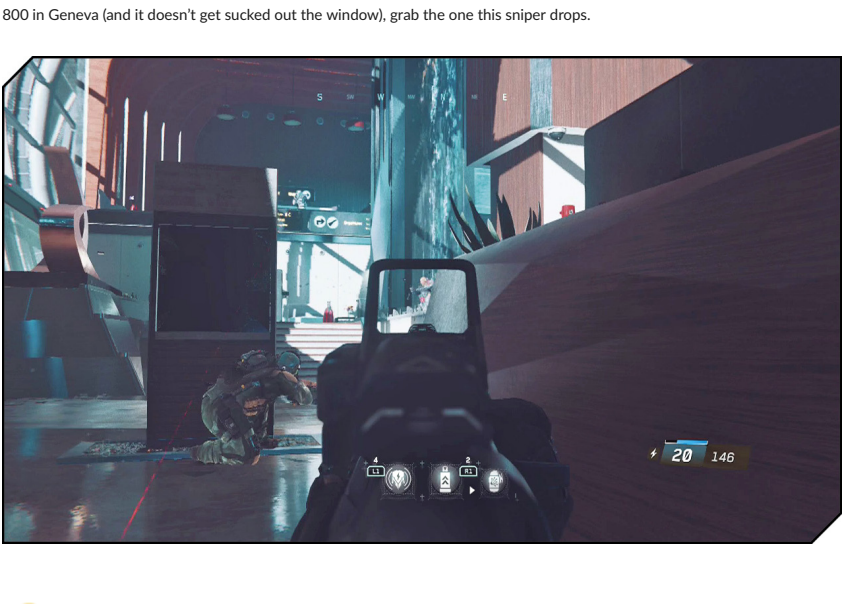
There are several SetDef troopers in the lobby area below. Toss a Frag Grenade down there and they will retreat to the upper area. Blow out another window to suck another group of them outside.

Follow Omar down the right curved corridor. Check the grenade box for some Anti-Grav Grenades. These grenades can be tossed at enemies to helplessly suspend them in midair—excellent for removing your targets from cover. Try one out on the remaining SetDef in at the back of the room.



When the large room is clear, your squad advances. Hang back and follow them in through the next area.

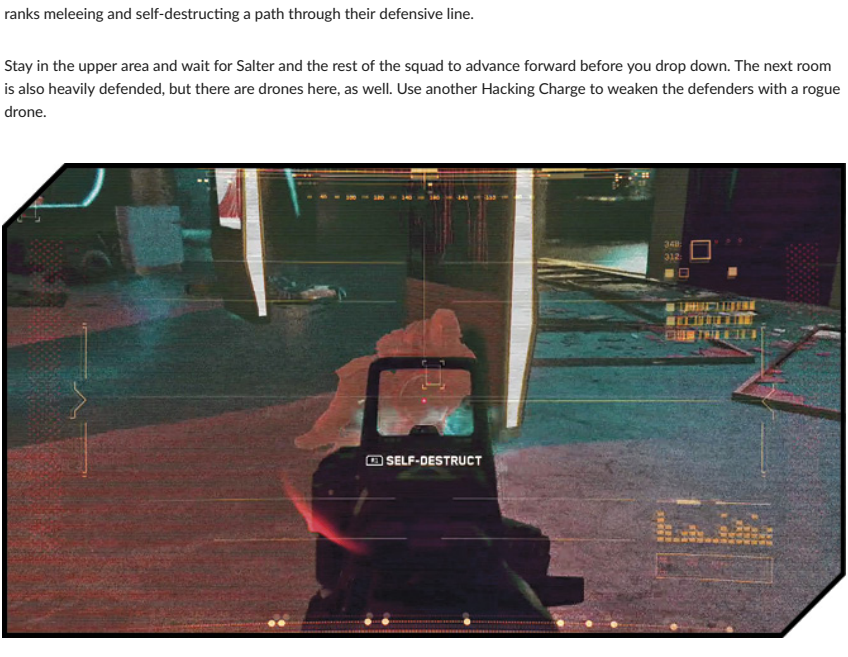
SetDef has some snipers above. Unfortunately, there are no windows to blow out in this room, so you'll have to kill them the old-fashioned way. Use your long-range weapon to pick them off when you pop out of cover. If you did not pick up an EBR-800 in Geneva (and it doesn't get sucked out the window), grab the one this sniper drops.

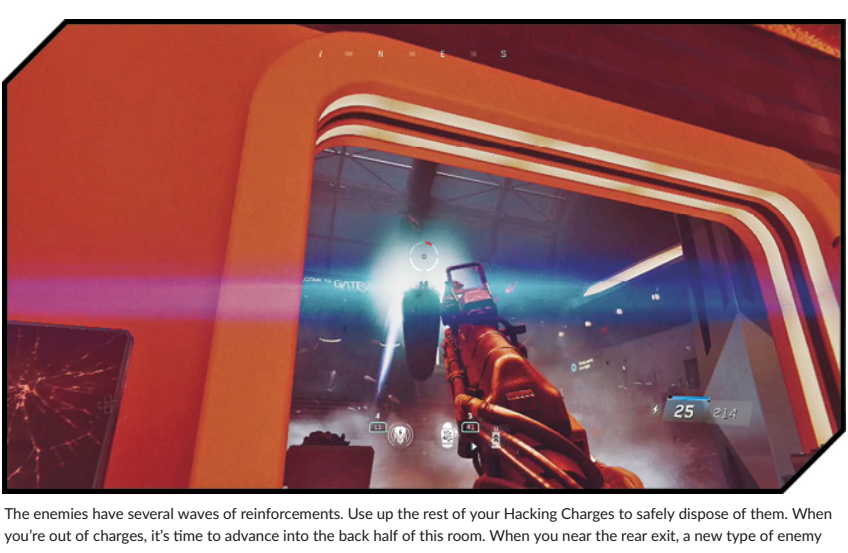


C OBJECTIVE: Meet up with the allied Coast Guard.

When the enemy retreats, pursue. The corridor bends and leads into a large room labeled "Gateway." There are drones in here; make good use of your Hacking Charges. Use the Hacking Charge on any drone in the room. Then bring chaos into the enemy's ranks meleeing and self-destructing a path through their defensive line.

Stay in the upper area and wait for Salter and the rest of the squad to advance forward before you drop down. The next room is also heavily defended, but there are drones here, as well. Use another Hacking Charge to weaken the defenders with a rogue drone.





The enemies have several waves of reinforcements. Use up the rest of your Hacking Charges to safely dispose of them. When you're out of charges, it's time to advance into the back half of this room. When you near the rear exit, a new type of enemy arrives.

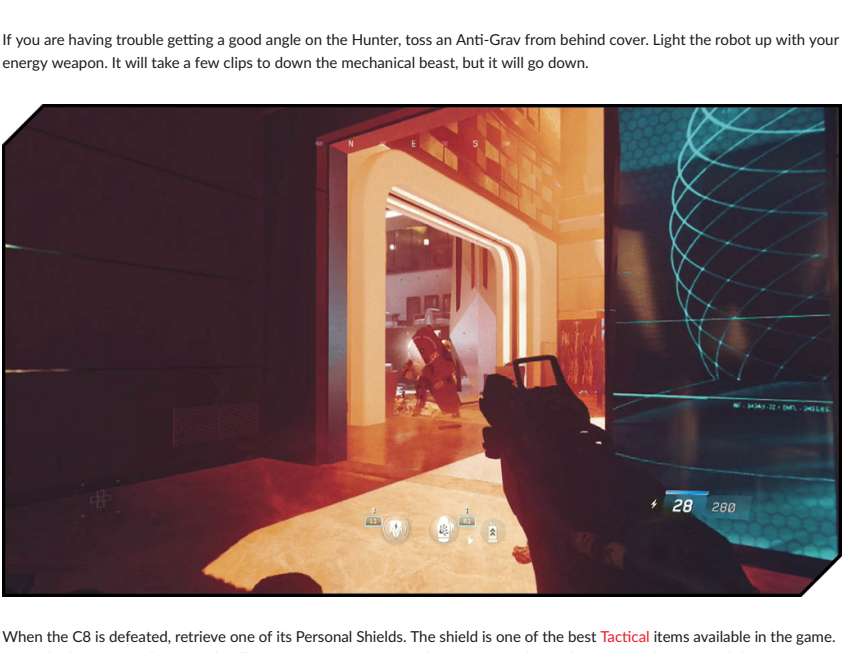
The C8 "Hunter" drone is an offensive and defensive powerhouse. It uses shields to deflect incoming fire, and they are equipped with powerful weapons. This C8 variant has both Frag and Anti-Grav Grenades.

Since this room is circular, you are reliant on the rest of your squad to draw the C8 away from you to allow for you to score hits. Use a Volk to nail it with headshots whenever it is turned away from you. Watch out for incoming grenades. The Anti-Grav Grenades can be just as deadly as the Frag Grenades, but there is no warning indicator on Anti-Gravs.

PREDATOR CONFUSION

C8s are vulnerable to Anti-Grav Grenades. Hitting them with one will make it impossible for them to avoid your fire. However, unlike other enemies in the Anti-Grav field, they can fire back with grenades and weapons.

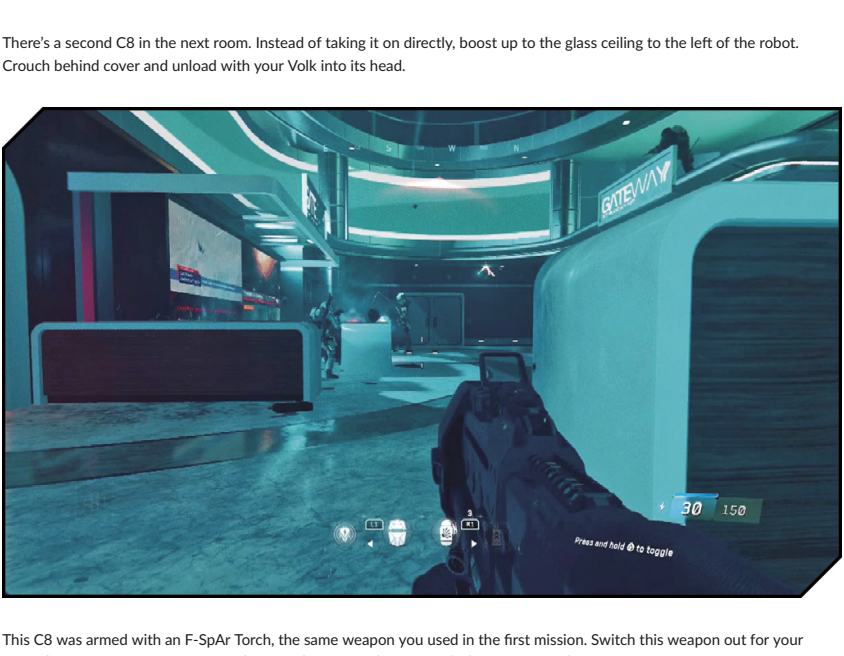
If you are having trouble getting a good angle on the Hunter, toss an Anti-Grav from behind cover. Light the robot up with your energy weapon. It will take a few clips to down the mechanical beast, but it will go down.



When the C8 is defeated, retrieve one of its Personal Shields. The shield is one of the best Tactical items available in the game. Not only does it provide you with full cover against enemies, it also acts as a radar—pulsing enemy locations while it is retracted. Deflecting enemy fire and making melee attacks requires energy, and will drain the shield's battery more quickly.

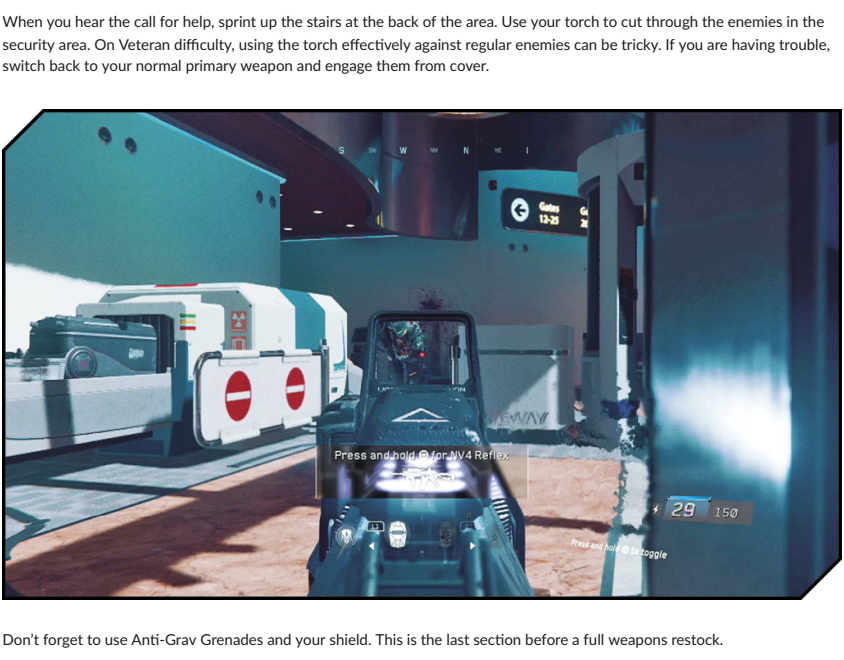
Follow Salter to the blast doors. Hit Activate to open the doors. Have a finger on your Tactical button; deploy your shield as soon as you are through the door. Take cover behind the advertisement stand. Peek out and pick off the enemies defending on the other side.

There's a second C8 in the next room. Instead of taking it on directly, boost up to the glass ceiling to the left of the robot. Crouch behind cover and unload with your Volk into its head.



This C8 was armed with an F-SpAr Torch, the same weapon you used in the first mission. Switch this weapon out for your secondary weapon. Hit Activate on the next door to rendezvous with the Coast Guard.

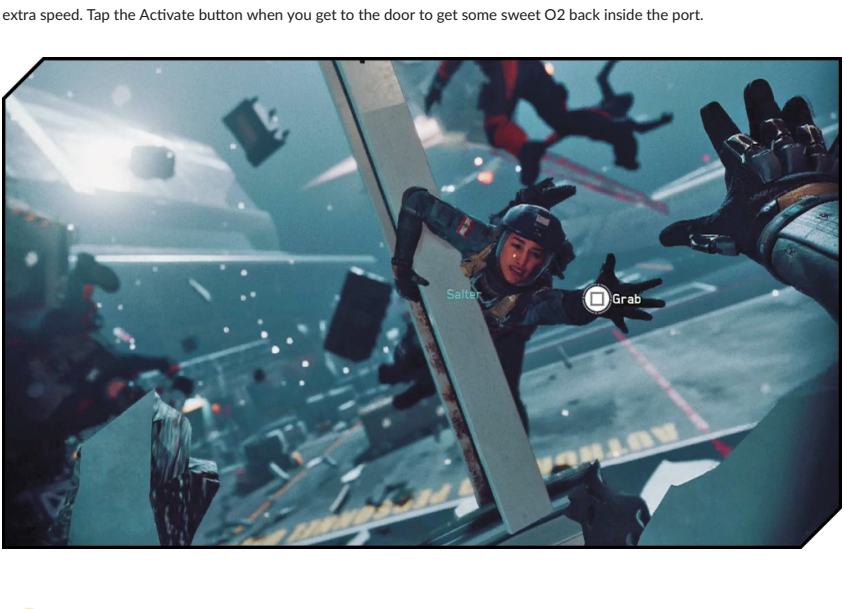
When you hear the call for help, sprint up the stairs at the back of the area. Use your torch to cut through the enemies in the security area. On Veteran difficulty, using the torch effectively against regular enemies can be tricky. If you are having trouble, switch back to your normal primary weapon and engage them from cover.



Don't forget to use Anti-Grav Grenades and your shield. This is the last section before a full weapons restock.

Keep pushing down the corridor, and a Skelter blows up the entire area. Grab Salter's hand with the Activate button before you get sucked out into the moon's orbit.

When you regain control of Reyes, you are low on oxygen and can't sprint. Stick close to your squad and jump to get some extra speed. Tap the Activate button when you get to the door to get some sweet O2 back inside the port.

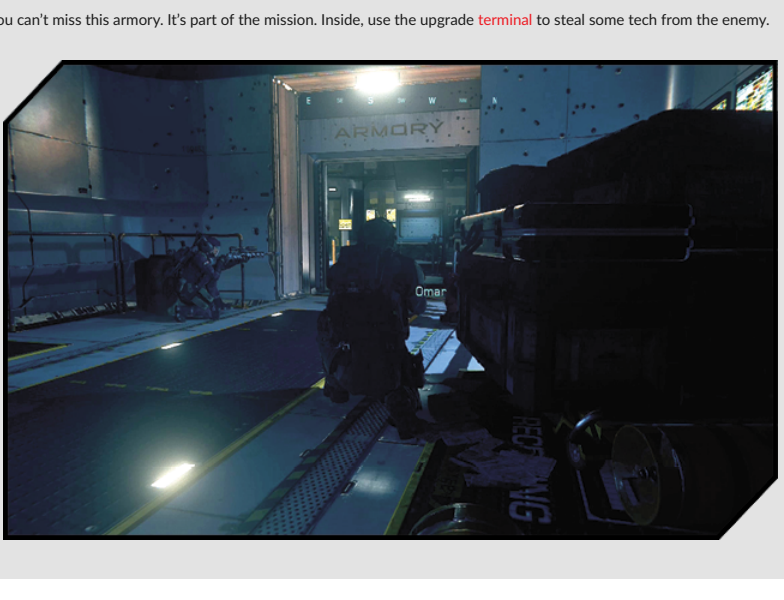


D OBJECTIVE: Repel the SDF forces from the cargo hangar.

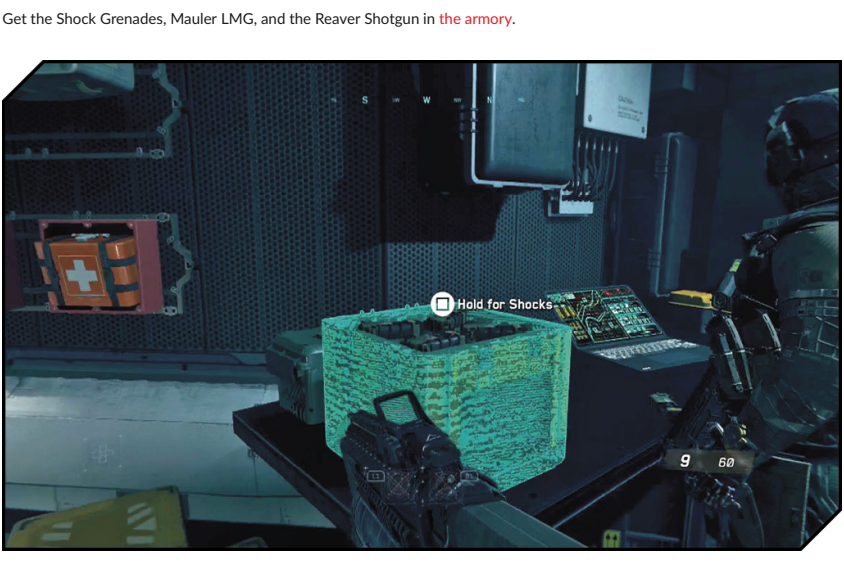
You are weaponless after the near-escape. Follow Omar through the base up to the armory. Hit the Activate button to get inside.

ARMORY

You can't miss this armory. It's part of the mission. Inside, use the upgrade terminal to steal some tech from the enemy.



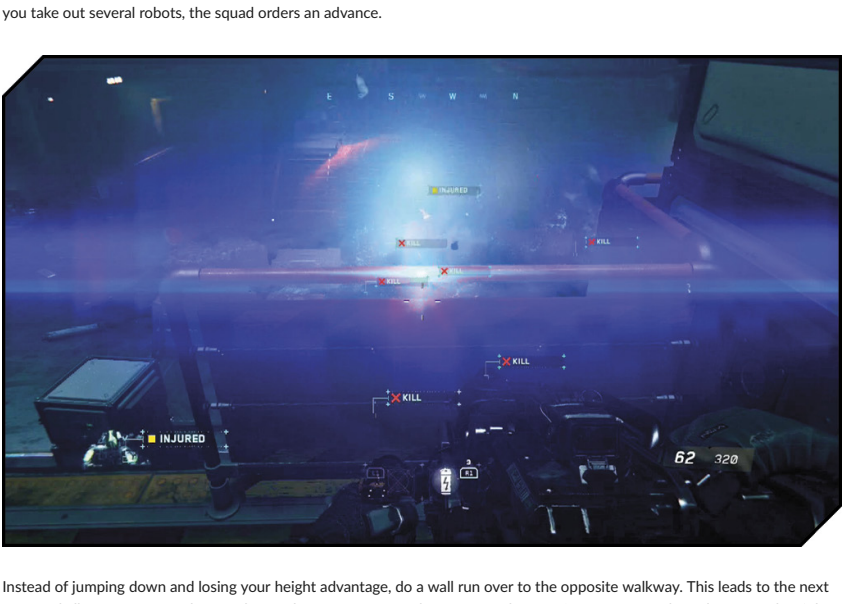
Get the Shock Grenades, Mauler LMG, and the Reaver Shotgun in the armory.



SHOCKING RESULTS

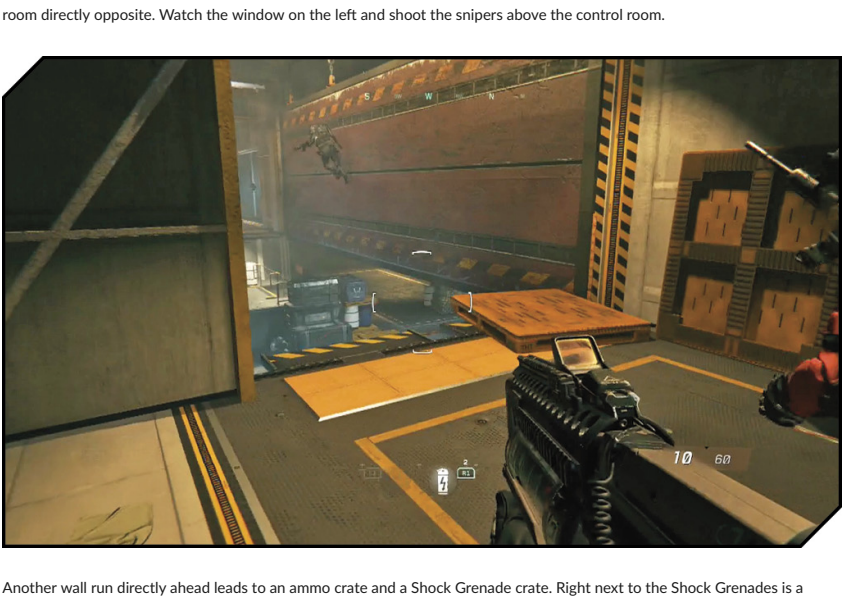
Shock Grenades are excellent against bots, but a direct hit can fry a regular soldier, as well.

Now that you are fully stocked, follow Salter out the back door. The corridor loops around to a giant hangar. The marines are engaged with SDF forces on the floor below. Use a Shock Grenade on the robots below, and then let loose your LMG. After you take out several robots, the squad orders an advance.



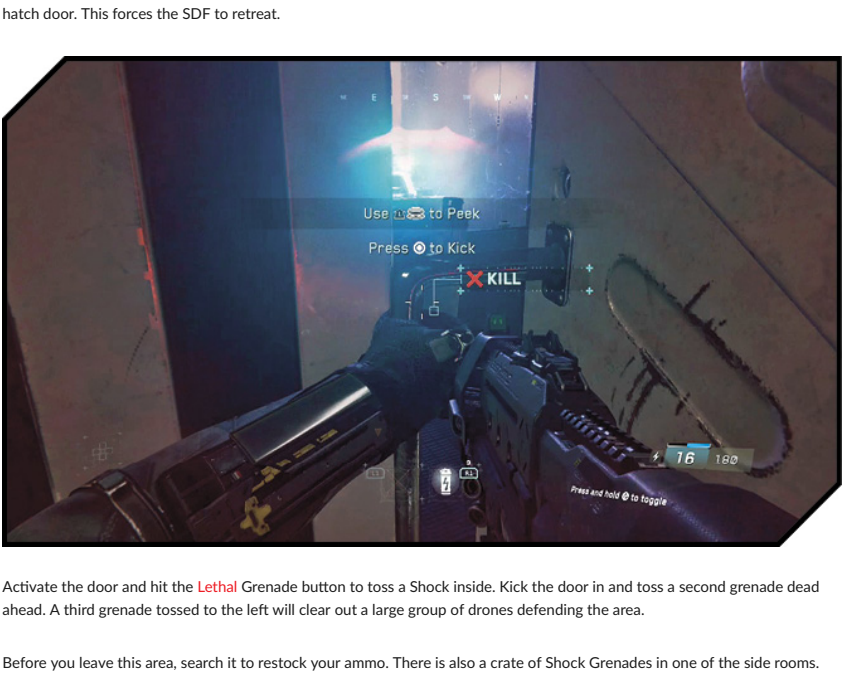
Instead of jumping down and losing your height advantage, do a wall run over to the opposite walkway. This leads to the next area, and allows you to attack from above. The enemy constantly reinforces this position, so you need to advance. Pick off the drone in the walkway directly across from you, and then target the soldier on the yellow ledge to the right. Now, ignore the rest of the enemies and wall run across to where you killed the drone.

On the other side, you have a flanking opportunity on the enemies across from you. Open up with the LMG to clear out the room directly opposite. Watch the window on the left and shoot the snipers above the control room.



Another wall run directly ahead leads to an ammo crate and a Shock Grenade crate. Right next to the Shock Grenades is a Spartan SA-3 Rocket Launcher. The launcher isn't particularly useful on this level, but pick it up to make sure you have the scan, and feel free to try it out, if you like.

Keep in cover and fire on the enemies. As soon as you get an opening, wall run on the wall near the ammo crate across to the hatch door. This forces the SDF to retreat.



Activate the door and hit the Lethal Grenade button to toss a Shock inside. Kick the door in and toss a second grenade dead ahead. A third grenade tossed to the left will clear out a large group of drones defending the area.

Before you leave this area, search it to restock your ammo. There is also a crate of Shock Grenades in one of the side rooms. Your ammunition here carries over into the third part of this mission, so it's important to be fully stocked before boarding your Jackal.

E OBJECTIVE: Board your Jackal.

Stick with Salter as you move through the cleared room. She spies some Jackals in a nearby bay. Step onto the elevator to descend to the fighters.

Shipping Storage

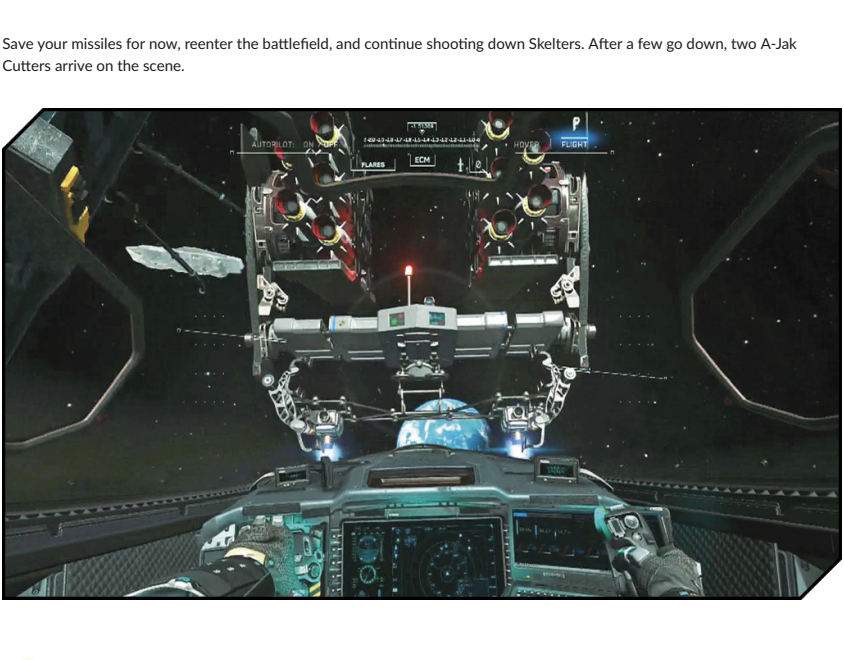
F OBJECTIVE: Eliminate the SDF Skelters.

Back in your Jackal, it's time to take flight and wipe out the remains of this SDF attack force. Prime your engines to blast outside.

This is another straightforward fight against SDF Skelters. The biggest threat here is crashing into the moon structures in the area. To avoid an accidental crash, only lock onto the Skelters when absolutely necessary.

After you down a few bogeys, you get the option to call in for a stock of missiles for your Jackal. Hit the Inventory button indicated and a drone arrives almost instantly with a restock.

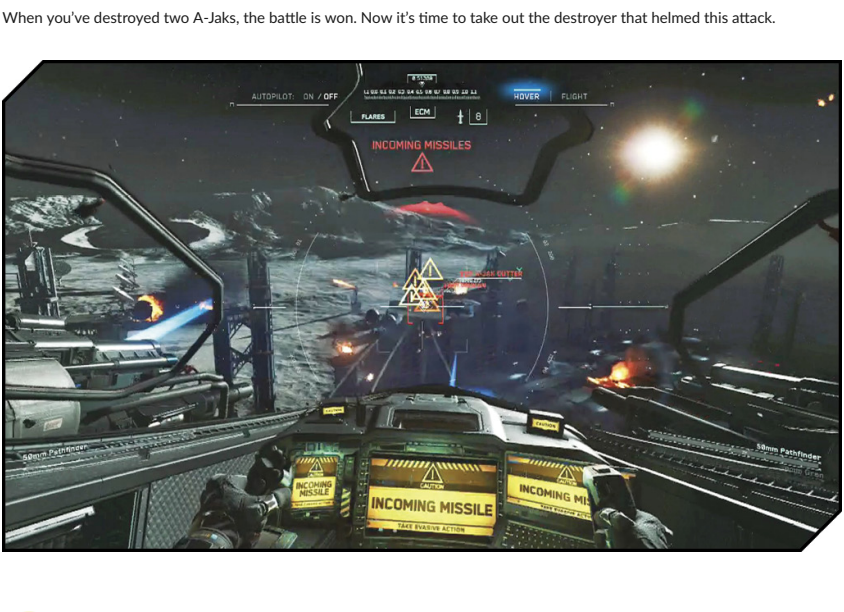
Save your missiles for now, reenter the battlefield, and continue shooting down Skelters. After a few go down, two A-Jak Cutters arrive on the scene.



G OBJECTIVE: Eliminate the A-Jaks

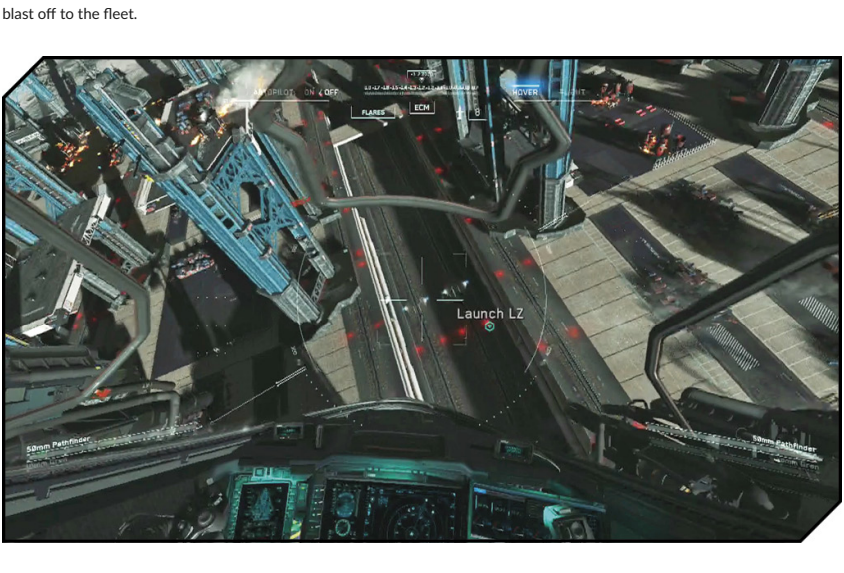
A-Jaks are very powerful warships. They don't have the hull strength of a full destroyer, but they have tons of weaponry. Switch to your 50mm cannons and begin pelting the A-Jak's guns. When you have a shot on their engines, the engine will highlight in your HUD. Target and destroy both engines to destroy an A-Jak. You can dumb fire your missiles at the engines point-blank to expedite the process.

When you've destroyed two A-Jaks, the battle is won. Now it's time to take out the destroyer that helmed this attack.

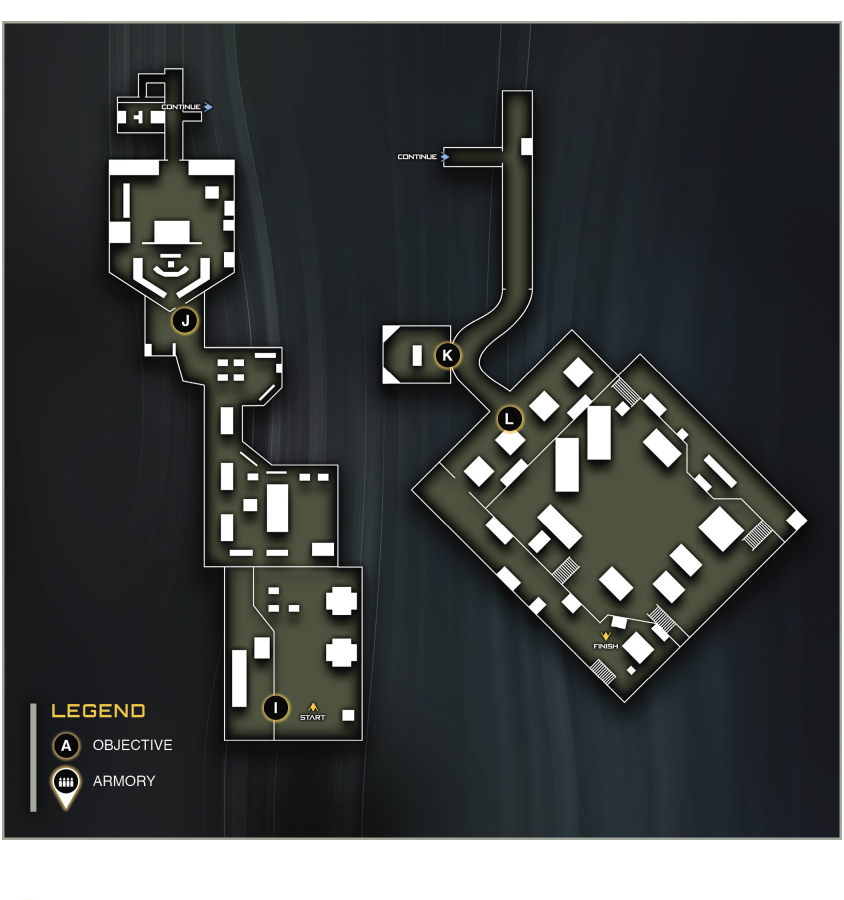


H OBJECTIVE: Assist Tigris to neutralize the SDF Destroyer.

Fly to the center of the area, and then hit the Reload button to ready the fleet's launch to the Tigris. Prime your engines to blast off to the fleet.



Boarding Party



I OBJECTIVE: Board the SDF destroyer.

Immediately after this level begins, you will find yourself in Zero-G combat. This type of combat can be tricky, as you can't maneuver as precisely as you can in regular gravity.

Use your grappling hook (Tactical button) to hook onto some nearby cover. Use the Crouch and Jump button to maneuver behind the cover.

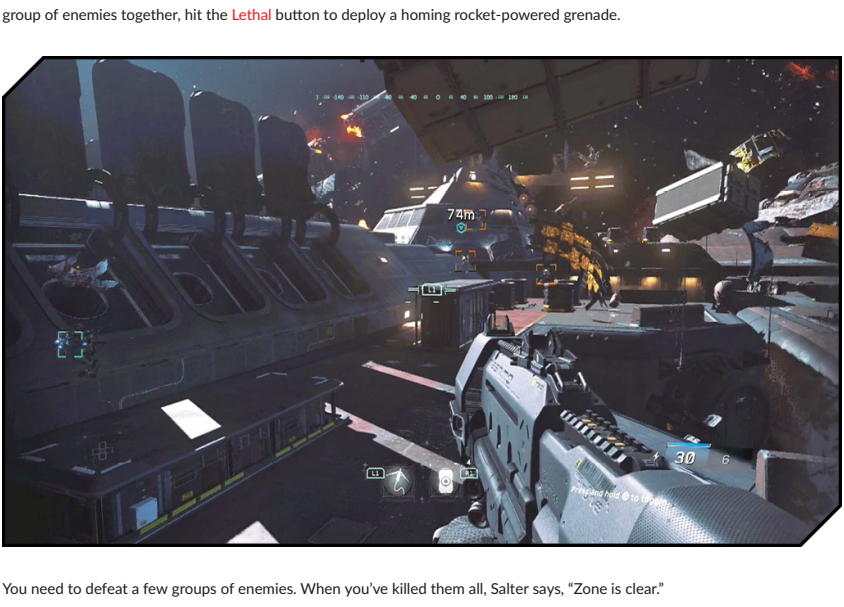
MAGNETIC BOOTS

Reyes is equipped with magnetic boots that let him attach to metal surfaces. If you find yourself near the ship's hull, you can hit the Crouch button to attach to the surface. This allows you to maneuver more like you are on Earth gravity. To detach, just hit the Jump button.

DANGER CLOSE

Earn this Achievement/Trophy by killing fifteen enemies in Zero-G with the grappling hook. When an enemy gets to short range, you will see the Tactical button hint appear on their chest. Hit the button to execute a brutal grappling hook kill. Do this fifteen times throughout your playthrough to earn this Achievement.

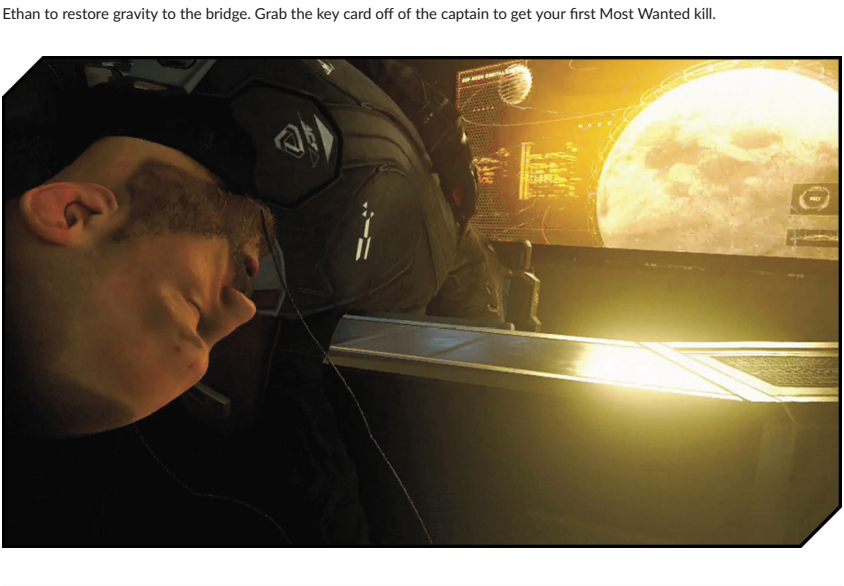
Enemies are highlighted with orange brackets on your HUD. This makes them easy to differentiate from the rubble. If you see a group of enemies together, hit the Lethal button to deploy a homing rocket-powered grenade.



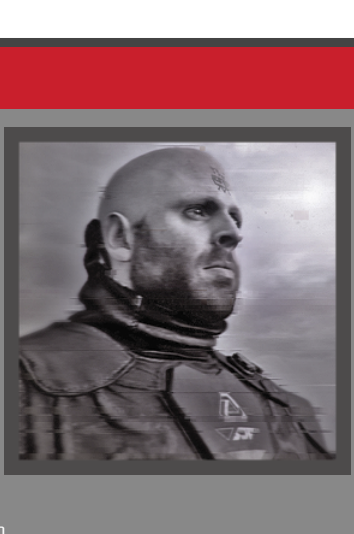
You need to defeat a few groups of enemies. When you've killed them all, Salter says, "Zone is clear."

J OBJECTIVE: Shut down the Primary Defenses.

Float up to the blue objective indicator. You will plant a charge there that completely clears out the destroyer's bridge. Wait for Ethan to restore gravity to the bridge. Grab the key card off of the captain to get your first Most Wanted kill.



MOST WANTED



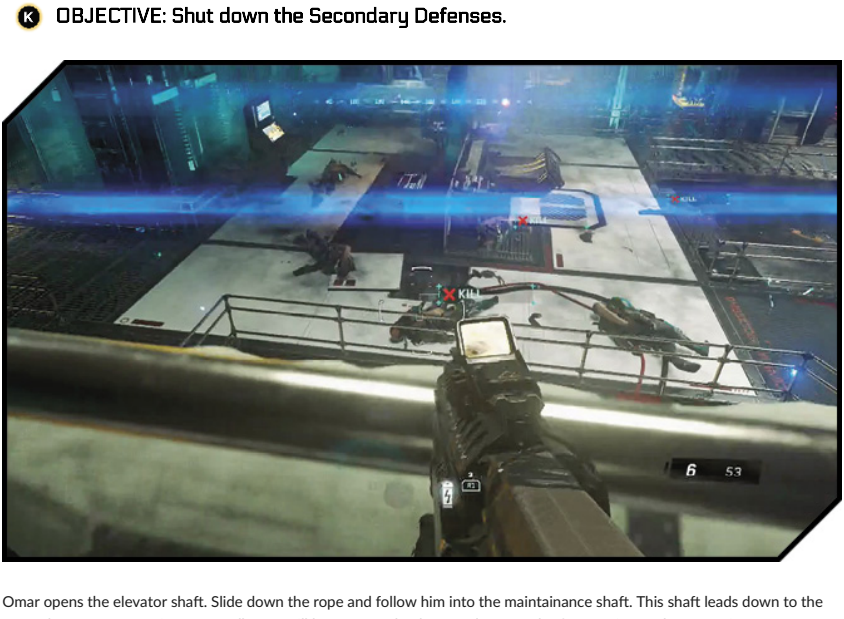
Name: CPT Bradley Fillion

Vessel: SDS Ares Vallis

Bio: Earth born, Fillion is from a UNSA military family. Defected to Mars in his early twenties. We have confirmed reports that Fillion was present at the Europa incident.

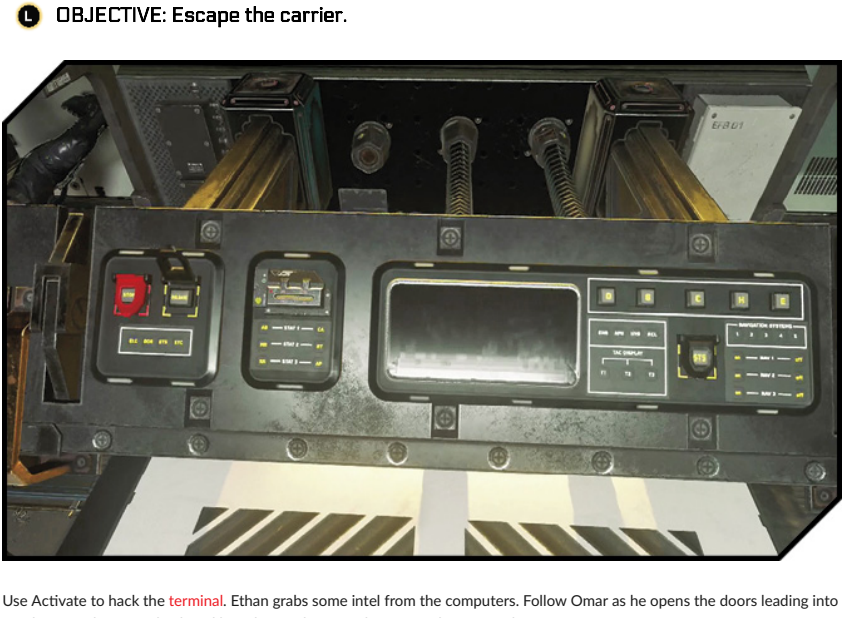
Location: Fillion is killed when you breach the SDF destroyer's bridge.

K OBJECTIVE: Shut down the Secondary Defenses.



Omar opens the elevator shaft. Slide down the rope and follow him into the maintainance shaft. This shaft leads down to the Secondary Defense station. Hopefully you still have some Shock Grenades from the first section of this operation. Toss one down into the center of the computer consoles. This should kill all five enemies with one blast.

L OBJECTIVE: Escape the carrier.



Use Activate to hack the terminal. Ethan grabs some intel from the computers. Follow Omar as he opens the doors leading into another corridor. Hang back and let Ethan and Omar take care of the approaching enemies.

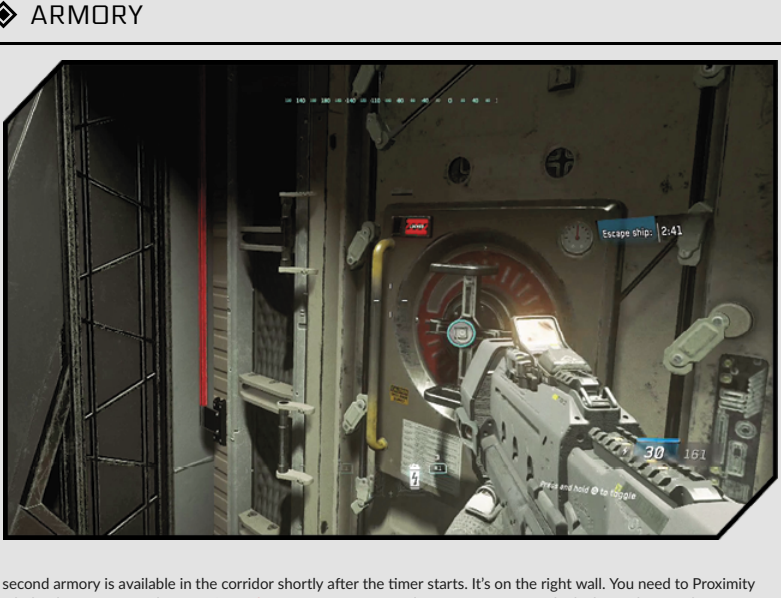
Captain Ferran gives you three minutes to get off the carrier.

OUT OF TIME

A timer starts in your HUD. Although three minutes doesn't seem like a lot of time, it should be plenty to get through this section. As long as you keep moving forward, you should be able to make it out in time.

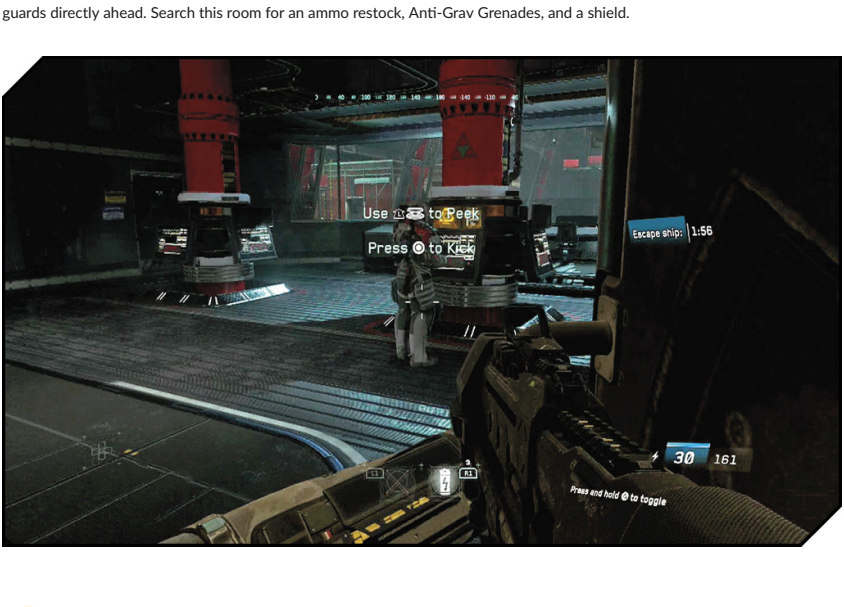
The enemy arrives to stop you from escaping. With Ethan and Omar leading the charge, it's an easy push forward.

ARMORY

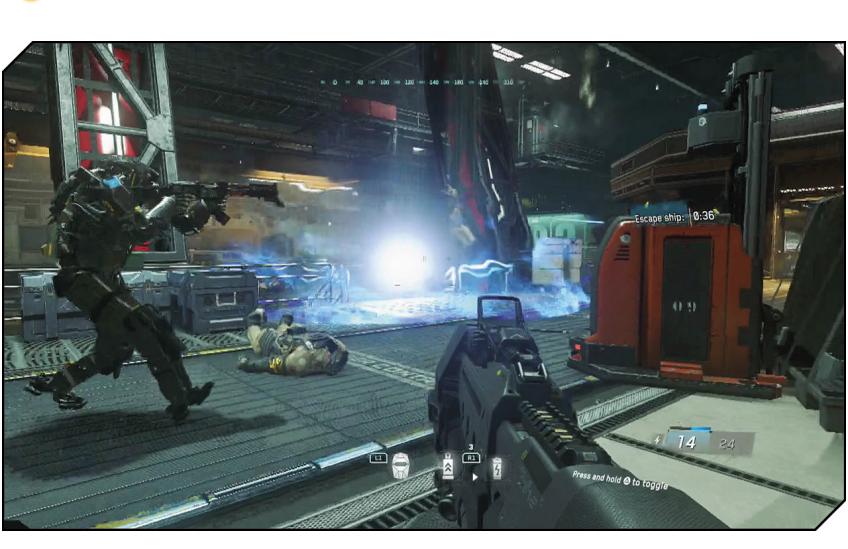


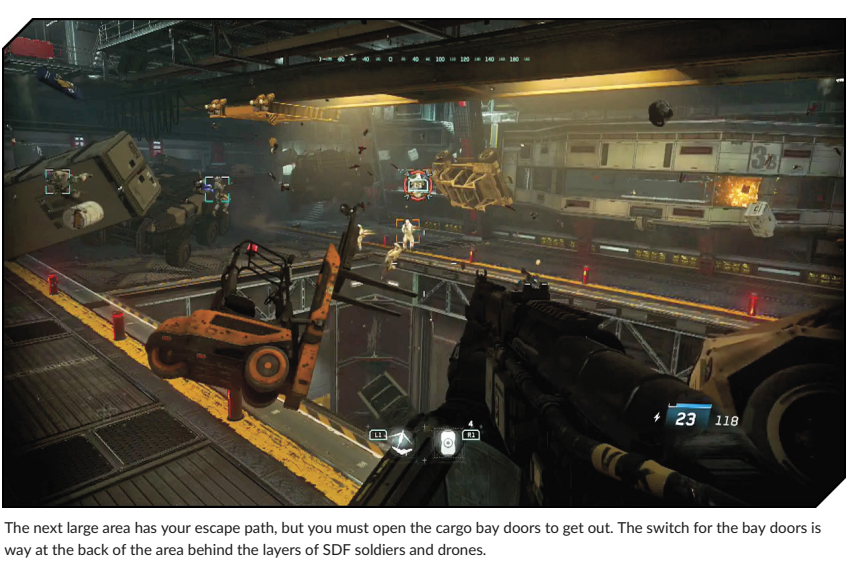
A second armory is available in the corridor shortly after the timer starts. It's on the right wall. You need to Proximity Hack the door to get inside. Investigate the armory for KB45 and Type 2 weapons in the lockers. There is also an equipment upgrade station.

The hall leads to another breach door. Peek through the door, toss a Shock Grenade, and then kick the door open. Kill the two guards directly ahead. Search this room for an ammo restock, Anti-Grav Grenades, and a shield.



M OBJECTIVE: Open the cargo bay doors.





The next large area has your escape path, but you must open the cargo bay doors to get out. The switch for the bay doors is way at the back of the area behind the layers of SDF soldiers and drones.

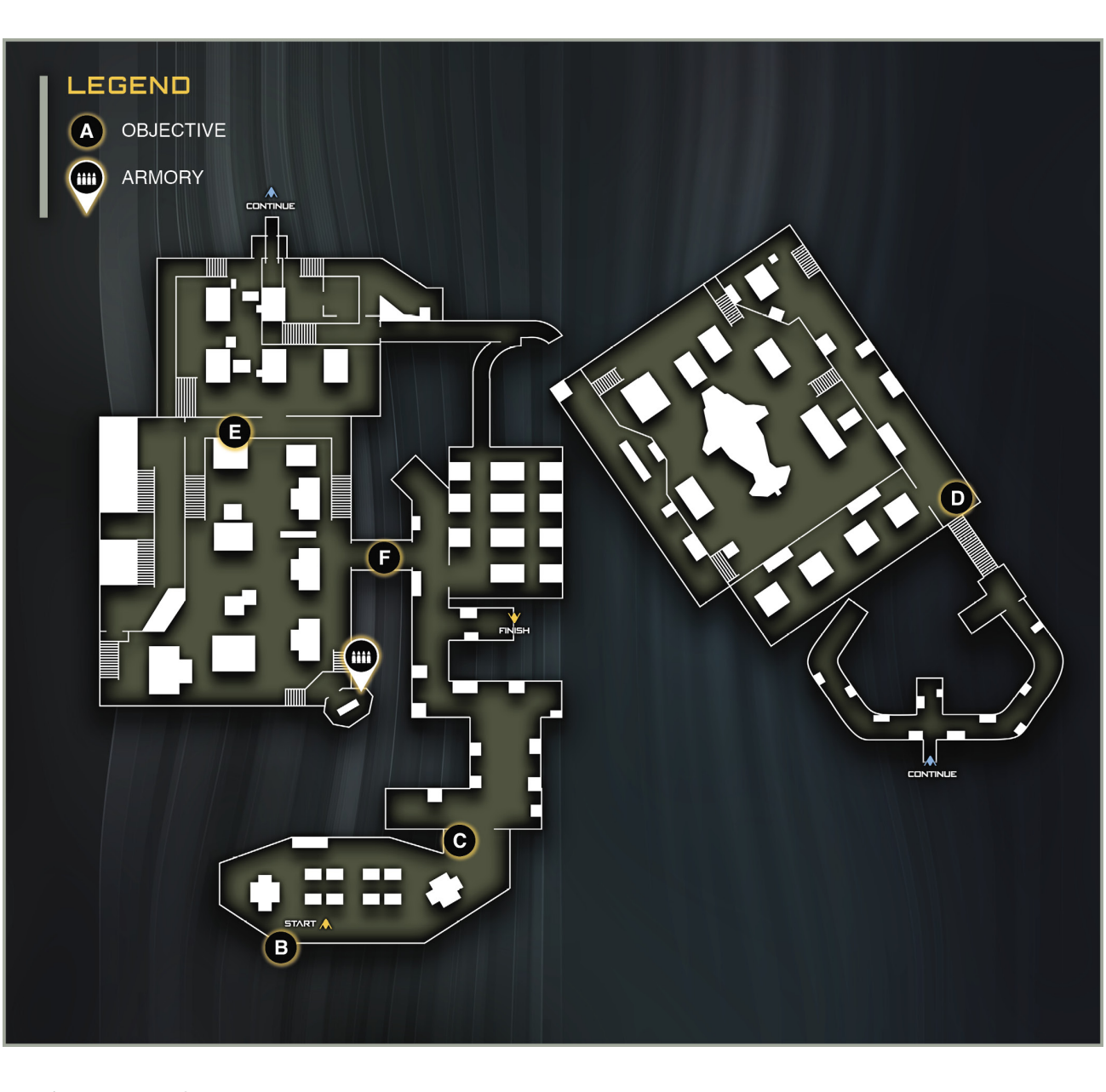
Use your Anti-Grav grenades to remove the enemies from cover one step at a time. If you use the grenades effectively, you should be able to safely move forward quickly toward the back room.

Alternatively, you can use your shield to sprint forward through the room, charging past the enemies. As long as you can Activate the switch in the control room at the end before you die, you complete the section. (Everyone gets sucked out the bay doors.)

After the doors open, there are a few SDF stragglers who had oxygen suits equipped. Pick them off with your grenades or grappling hook. When it's safe, move to the bay doors and rappel down to the Jackal parked below.

Campaign Walkthrough

Target of Opportunity: Operation Taken Dagger



Location: Neptune Cluster

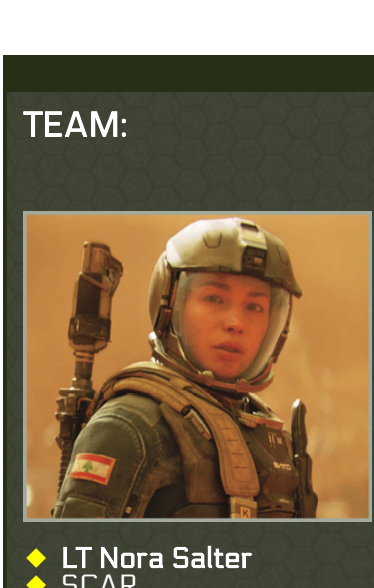
Target: SetDef Destroyer Galaxius

Mission Summary: Retrieve stolen weapon. Rescue hostages.

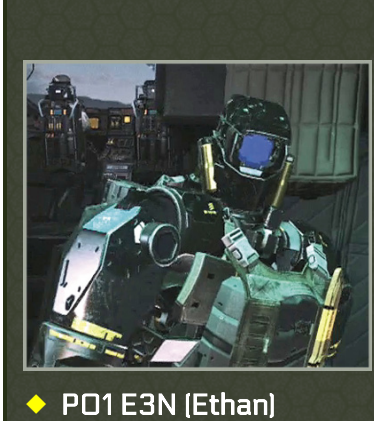
Mission Description: SetDef has stolen one of our weapons, as well as engineers, to attempt to reverse engineer printing of the device. Try to save the prisoners, but the primary mission is recovery of the stolen weapon.

Unlockable Perk: Fast Reload Suit Upgrade

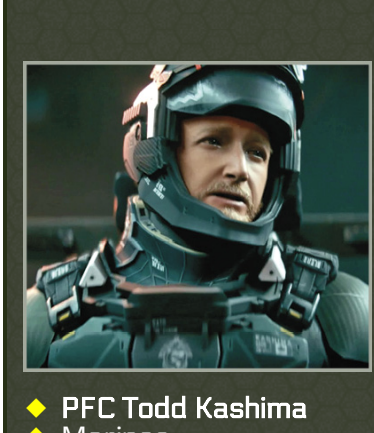
TEAM:



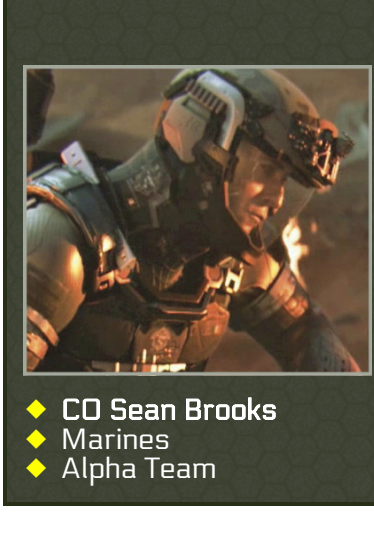
- **LT Nora Salter**
- SCAR
- Flight and Ground Support



- **PO1 E3N (Ethan)**
- Navy
- Hacking Support



- **PFC Todd Kashima**
- Marines
- Alpha Team

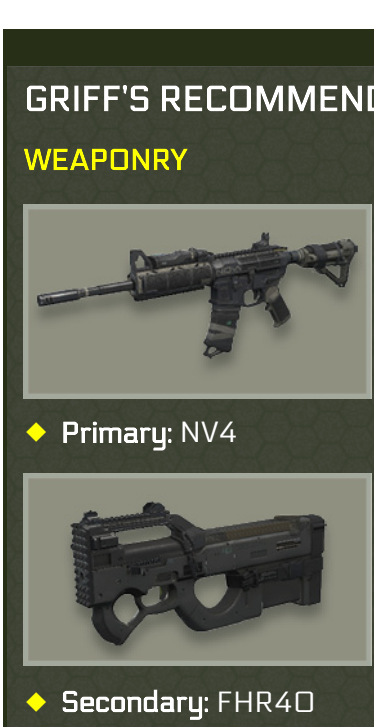


- **CO Sean Brooks**
- Marines
- Alpha Team

GRIFF'S RECOMMENDED LOADOUT:

WEAPONRY

- **Primary:** NV4



- **Secondary:** FHR40

TACTICAL

- Retractable Shield

- Hacking Device

LETHAL

- Seeker-Bot

- Anti-Gravity Grenade

ADDITIONAL ADVICE

The suppressors are required for your weapons on this mission. Without them, it will be impossible to complete your secondary objective. A high-damage weapon is important for the stealth section. Pick a sniper rifle, if you have one. The NV4 doesn't have the range or damage you need.

OPERATION TAKEN DAGGER

Complete Operation Taken Dagger on any difficulty to earn this Achievement/Trophy.

Operation Taken Dagger is technically one of the most difficult levels in the game. It requires extensive sections of stealth and one-on-one battles with C8s. You may want to come back to this mission once you are further along in the campaign and have many upgrades unlocked.

A OBJECTIVE: Board the SDF Destroyer Galaxius.

Float forward into the space wreckage. Use your grappling hook to move through the debris. When Ethan warns you of approaching enemies, find some good cover and wait for them to settle in.

When you have some good cover, look at the group for red, floating barrels. Explode these barrels to make the fight easier. Once the enemy has engaged, let loose with rocket grenades. (This is the only section of the level where you can use these grenades.)

UP IS NOT UP

When in Zero-G, you can use the D-Pad on your controller to rotate your "up" position. This allows you to find cover in unusual places. To level yourself out after executing this maneuver, hold up on the D-Pad.

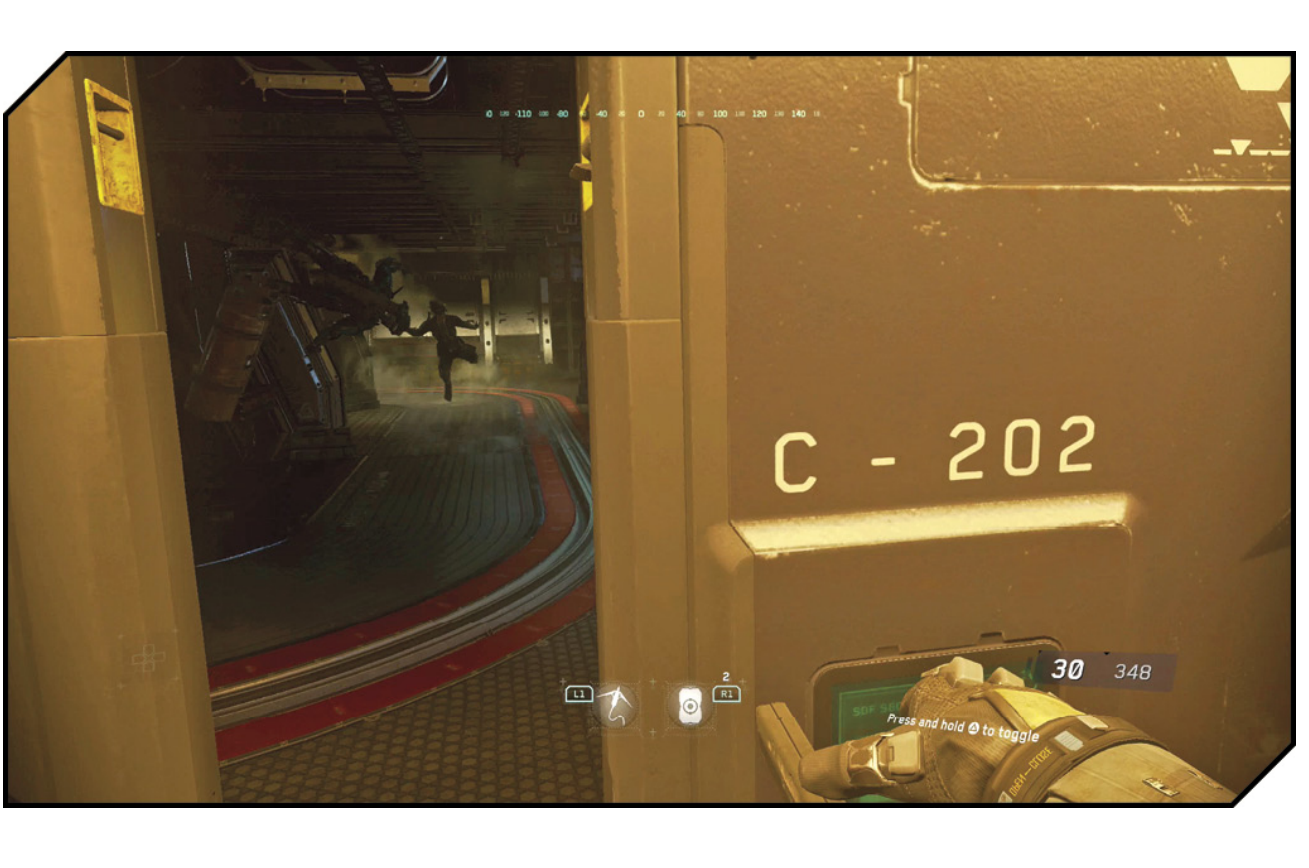
There are a lot of enemies here, and some reinforcements arrive via shuttle. Take time to shoot at the enemies with your long-range rifle from cover. After you kill about a dozen, the objective will mark blue on your HUD.

There is an EBR Sniper available near the flat piece of rubble in this area. It is not suppressed, but will be useful for this section if you don't have a powerful long-range weapon.

B OBJECTIVE: Breach the ship.

Float toward the air lock. Activate near the door to plant a breach charge. The charge blows everyone inside out into space. Move into the ship and hack the terminal to give Ethan access to the ship.

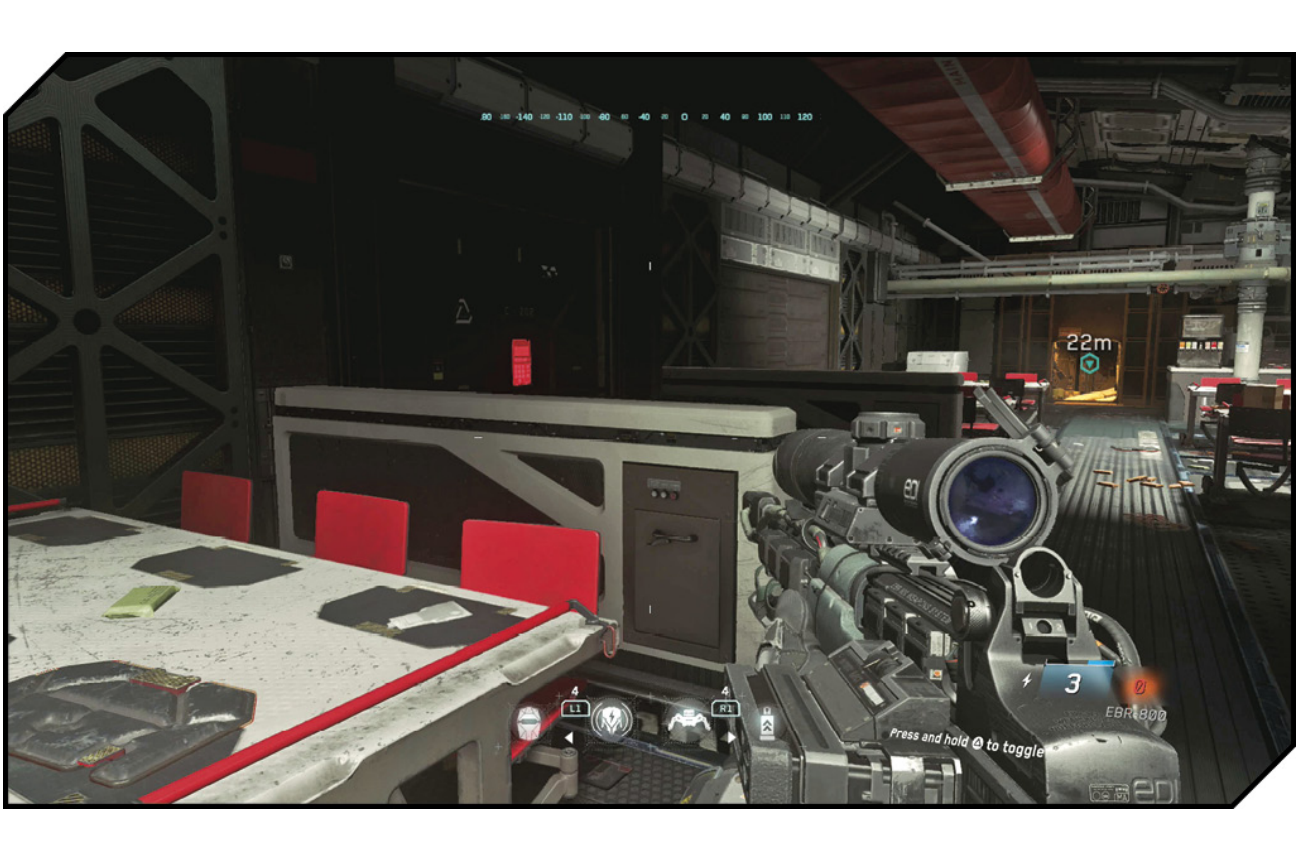
Ethan can't determine the location of the prisoners. Hover over to the open doors and push through into the main corridor.



C OBJECTIVE: Attempt to secure the engineers.

Ethan returns gravity to the ship corridor. Crouch and proceed forward down the hall. There are two enemies carrying an incapacitated comrade out into the hall. Aim Down Sight and quickly down them both with headshots.

Restock your ammo in the crate on the right. Then proceed into the door just beyond. This leads to a cafeteria. Sprint through the cafeteria to avoid being spotted in the left window. Crouch down and crawl into the maintenance shaft.



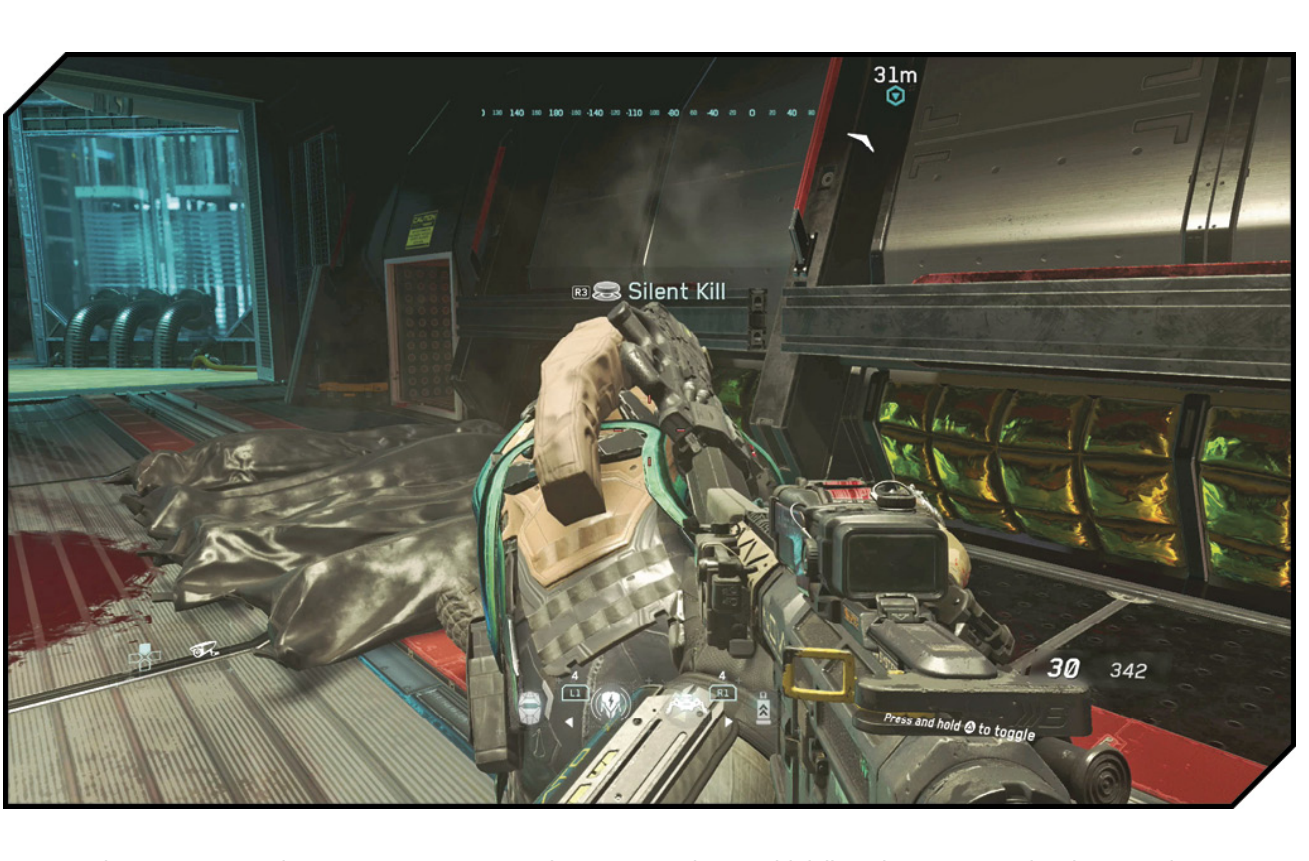
Ethan gives you access to the ship's camera feeds. This unique algorithm allows you to scan in whatever direction you are looking for the locations of enemies. There is no limit on how far you can look with this feed.

AUDITORY CLUES

Each time an enemy is spotted by the camera feeds, it makes an audible "click" noise. This allows you to easily assess how many enemies are ahead, even if they are difficult to see.

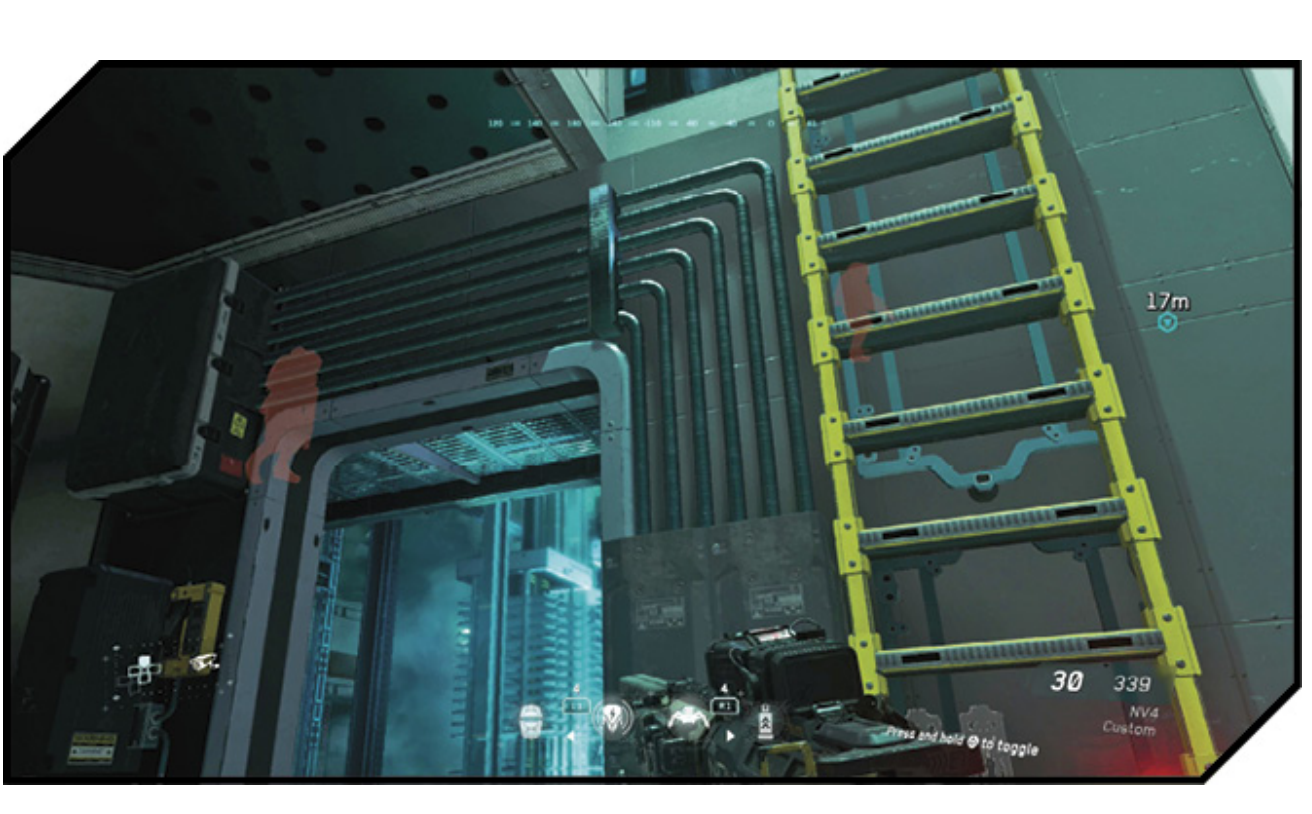
Try the camera feed to see how that pulse works now. Note that you must wait a few seconds between camera feed uses.

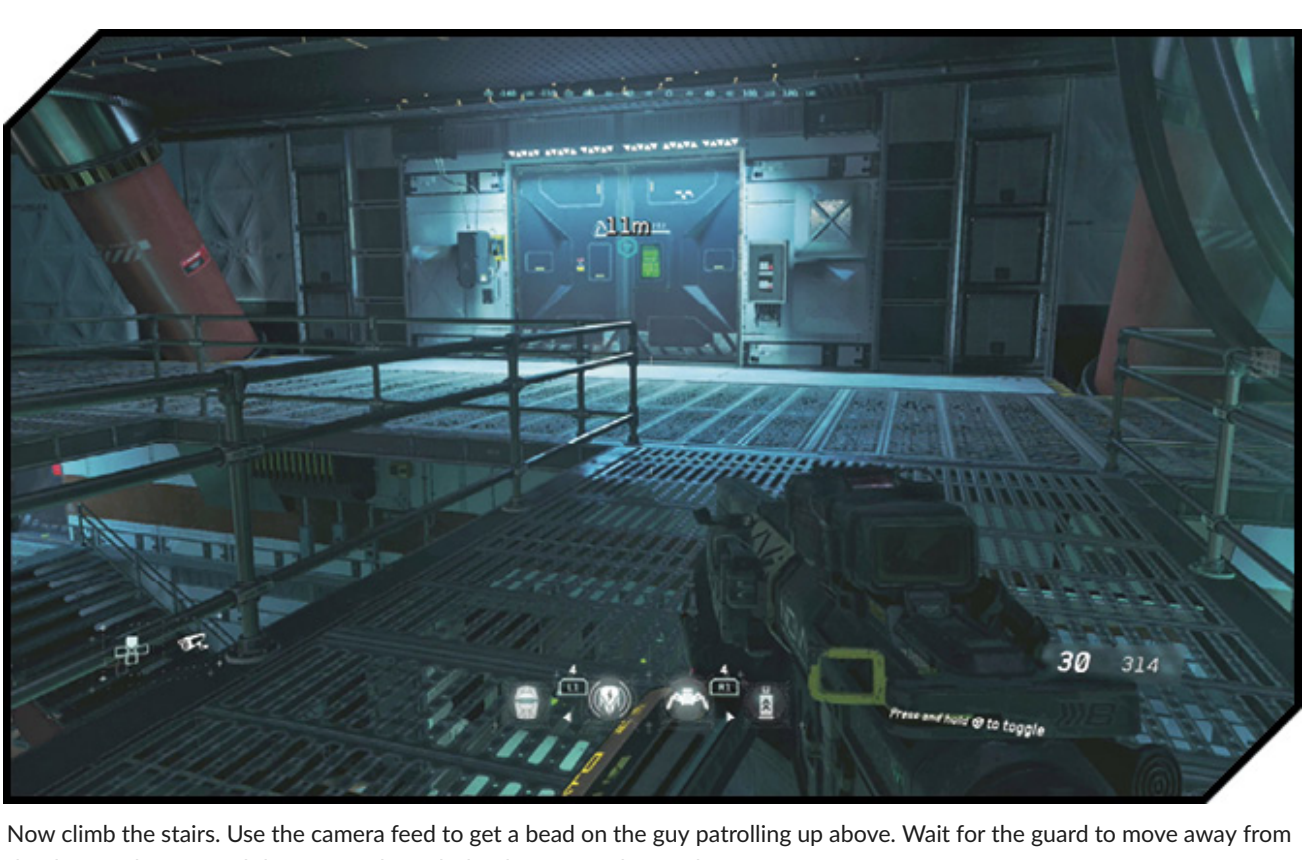
Activate the grate to exit back into the corridor. One SDF enemy has his back to you. Move up behind him and use a melee attack to stealth kill him. Make sure the Stealth Kill HUD indicator is on-screen before executing the attack so you don't just hit him with your gun butt.



Move to the maintenance shaft entrance opposite and execute another stealth kill on the enemy inside. There are three enemies patrolling this room. It's best to kill them with stealth. If you fail at that task, the door to the next area will lock, and some drone reinforcements will arrive.

To get through using stealth, wait at the base of the ladder in the room where you killed the second soldier. A soldier will eventually patrol at the top of the ladder. Wait for him to approach the ladder, and then turn back. Climb the ladder and quickly melee stealth kill him.





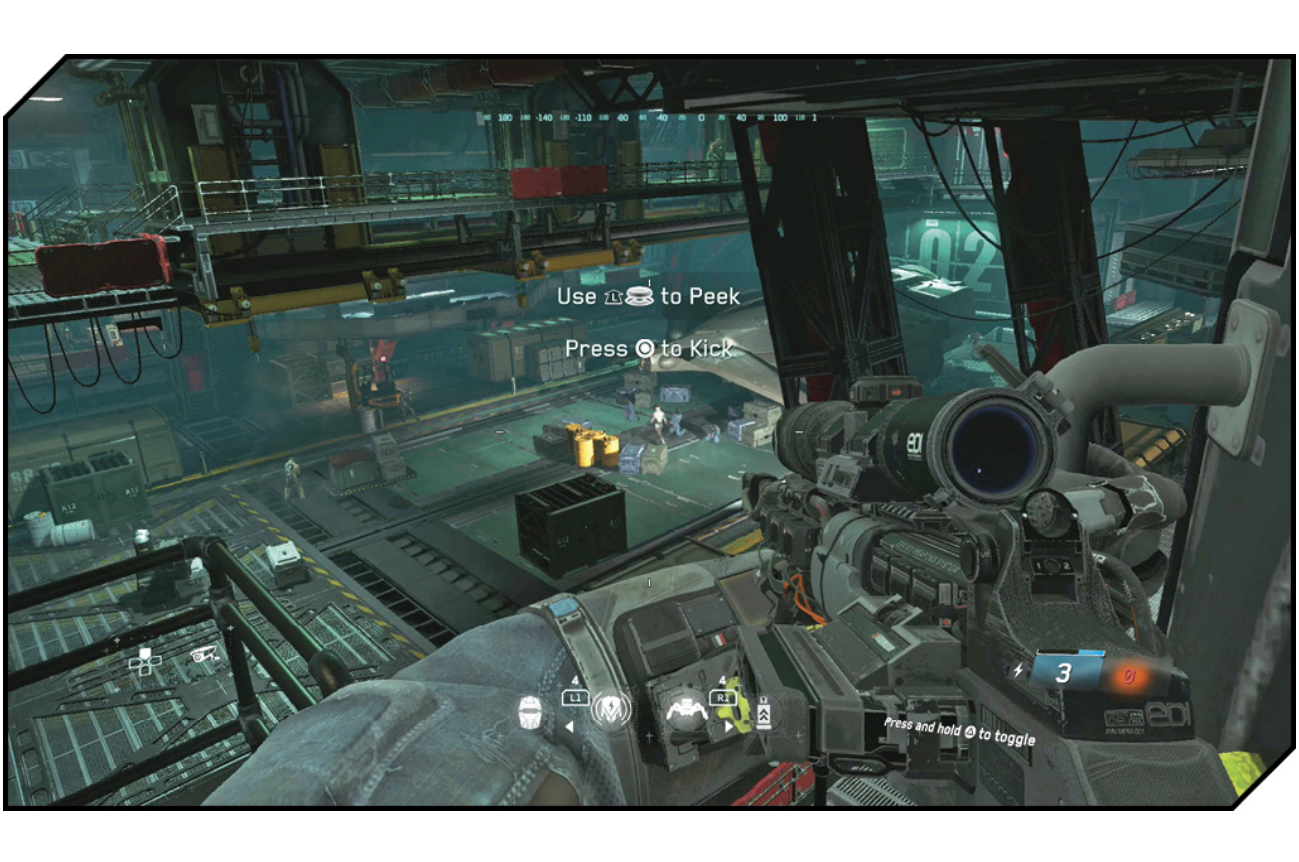
Now climb the stairs. Use the camera feed to get a bead on the guy patrolling up above. Wait for the guard to move away from the door at the top, and then sprint through the door to safely exit the area.

D OBJECTIVE: Eliminate the SDF in the cargo bay.

STEALTH BASICS

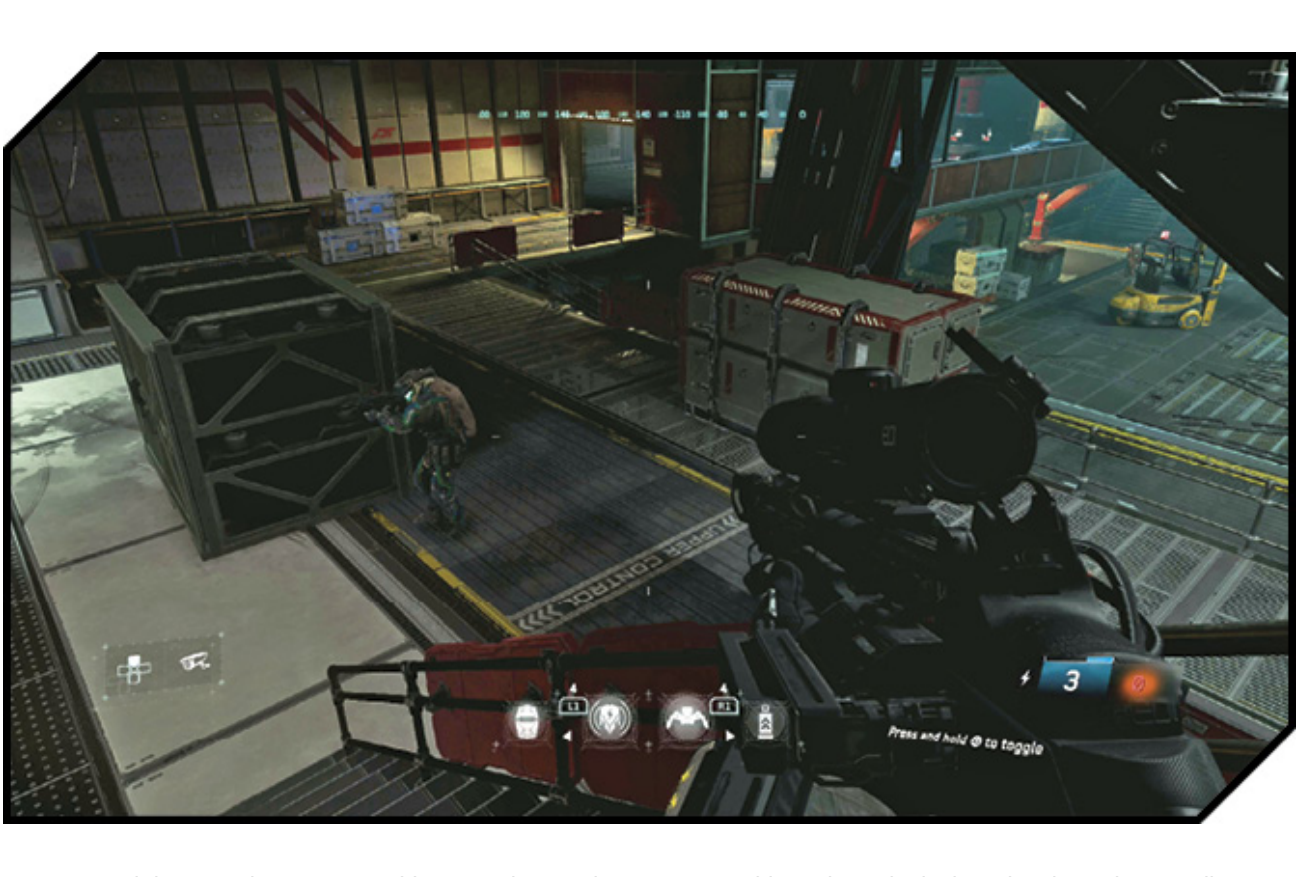
If this is your first stealth level, it may be worth reviewing the Stealth chapter in the Gameplay Basics section at the beginning of the book.

You will soon arrive in a huge cargo bay filled with enemies. Ethan reports over a dozen enemies inside. You will need to kill the enemies without raising an alarm to save the engineers. Infamous SDF Captain Barkov guards the prisoners. If an alarm goes off, he will execute them.



Enemies move around this room quite a bit, so it's not easy to give step-by-step directions on how to take down all of the enemies. We'll provide a suggested pattern, but this may change based on the enemy formations and timing.

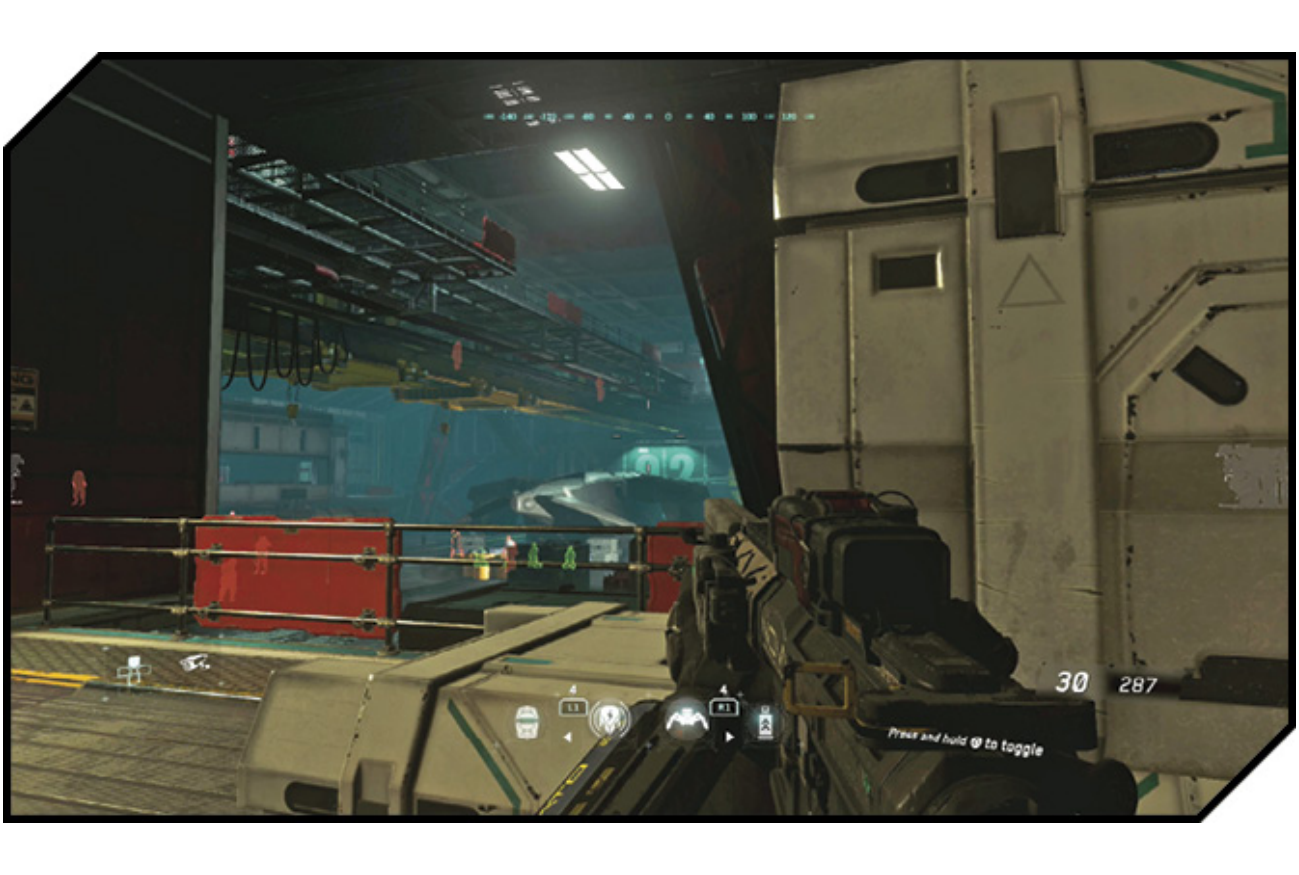
The general tip here is not to be afraid of using your Suppressed Weapons. As long as no one sees the soldier get shot, no one will raise an alarm—even if they see the body on the ground. Just be sure to score headshots. If the enemy survives, the alarm is quickly raised.



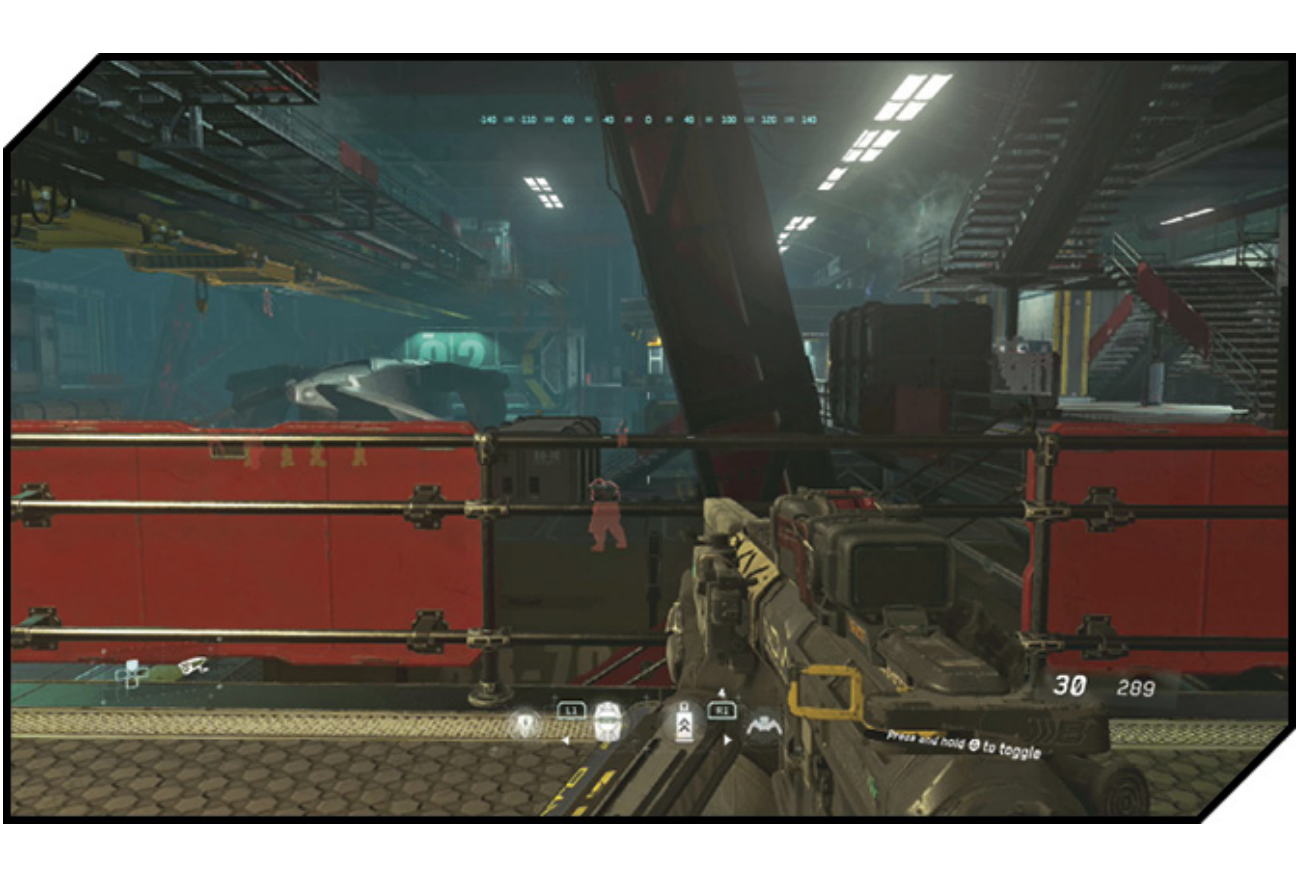
Move around the area, shooting any soldiers standing on their own. If a soldier is being looked at when he is shot, it will raise the alarm. Don't worry about trying to kill everyone with stealth melee attacks, which would be extremely difficult.

After opening the door, descend the stairs. Kill the enemy patrolling alone here.

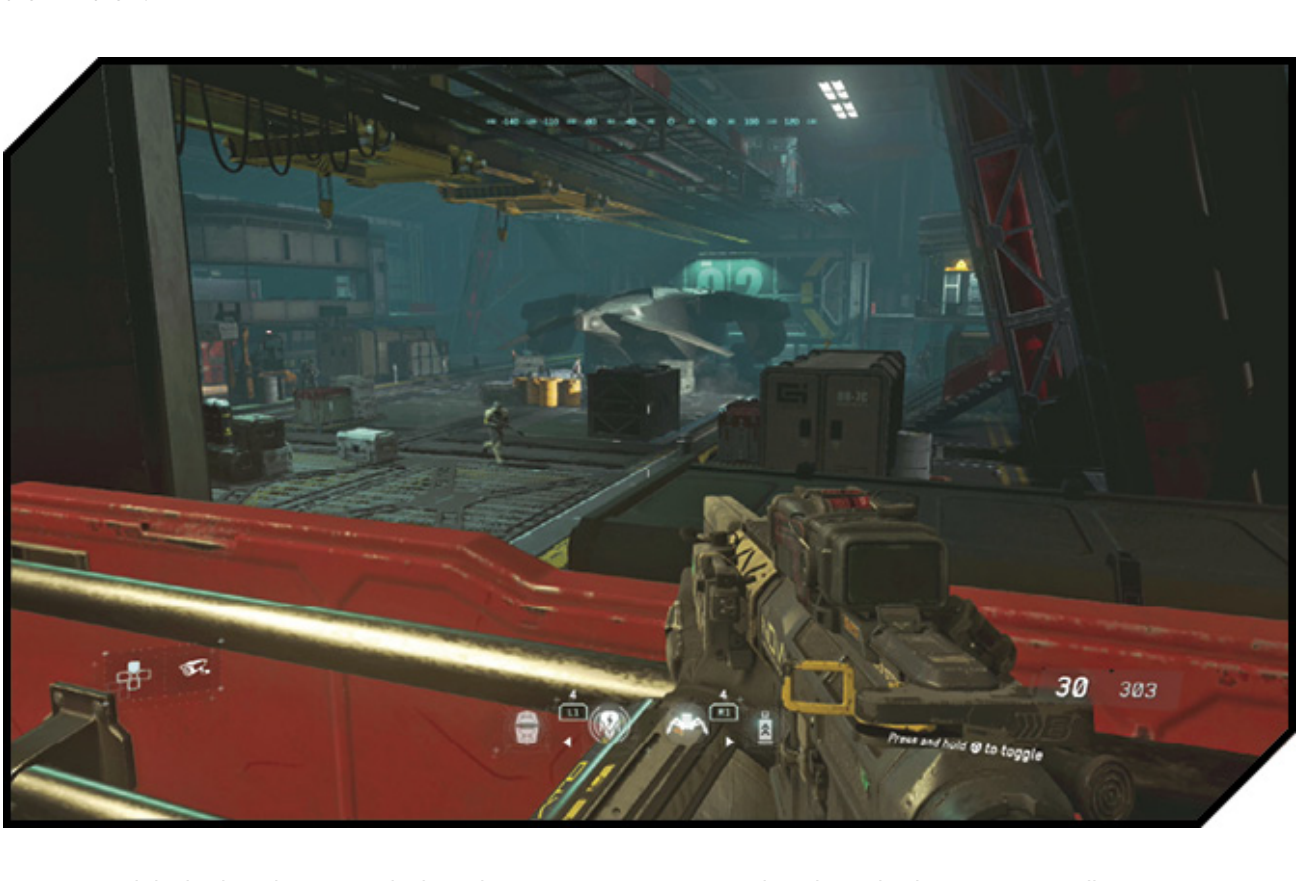
Move to the back (to your left if you are looking toward the prisoners) of the area. Look up to the catwalk directly over the middle of the cargo bay. There are two enemies up here (use your camera view to spot them). One is moving; one is stationary. Wait until the moving guard moves in your direction. Kill him with a headshot. Next, shoot the stationary soldier.



Now look down. You should see two soldiers directly ahead. (See screenshot.) The far one patrols back and forth, and the near one is stationary. Kill the far one first; then cap the near one.

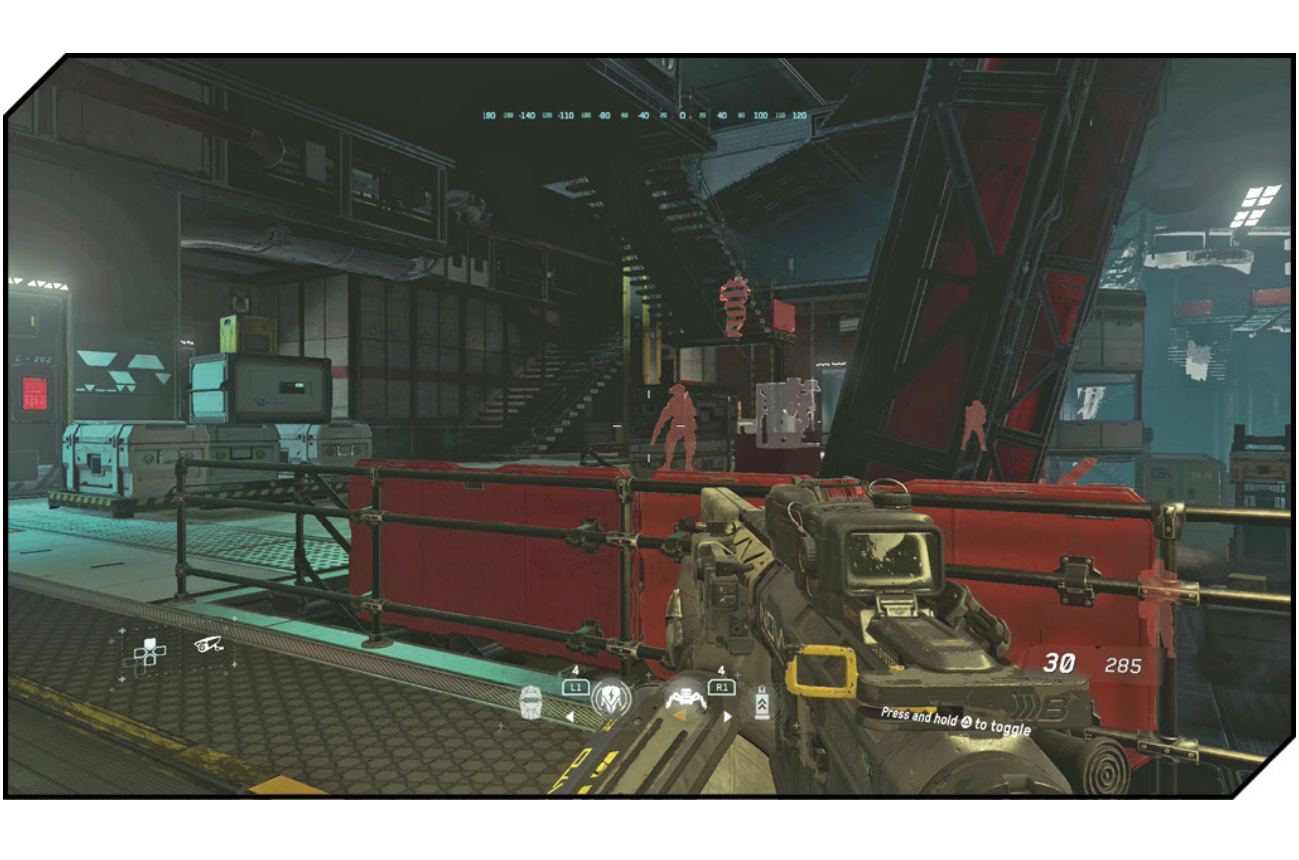


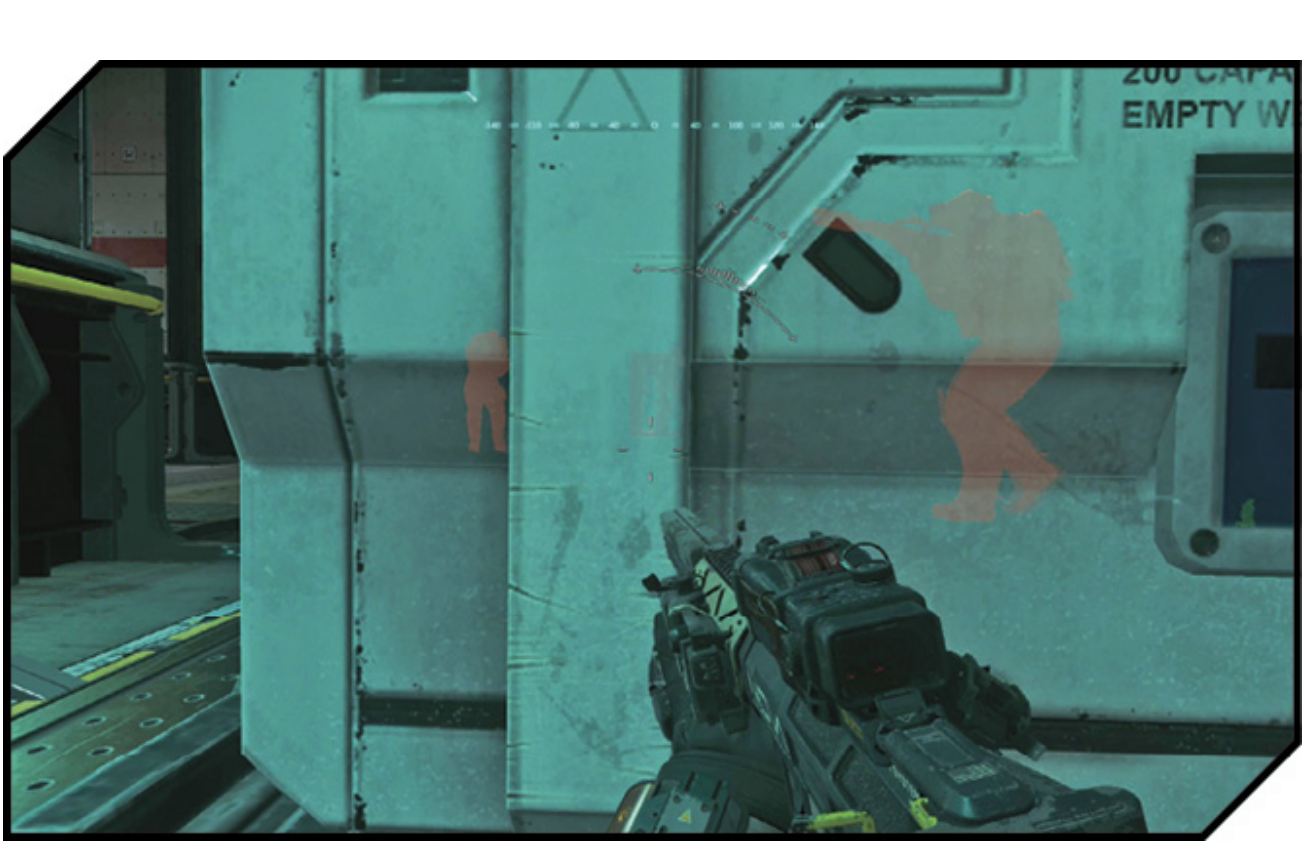
These lower guards' corpses will be seen by a patrol on the lower level. Wait until the guards crouch down near the body and quickly kill them as well. If the corpses aren't seen, wait until the two patrolling guards get as close as possible to your side, and then kill them.

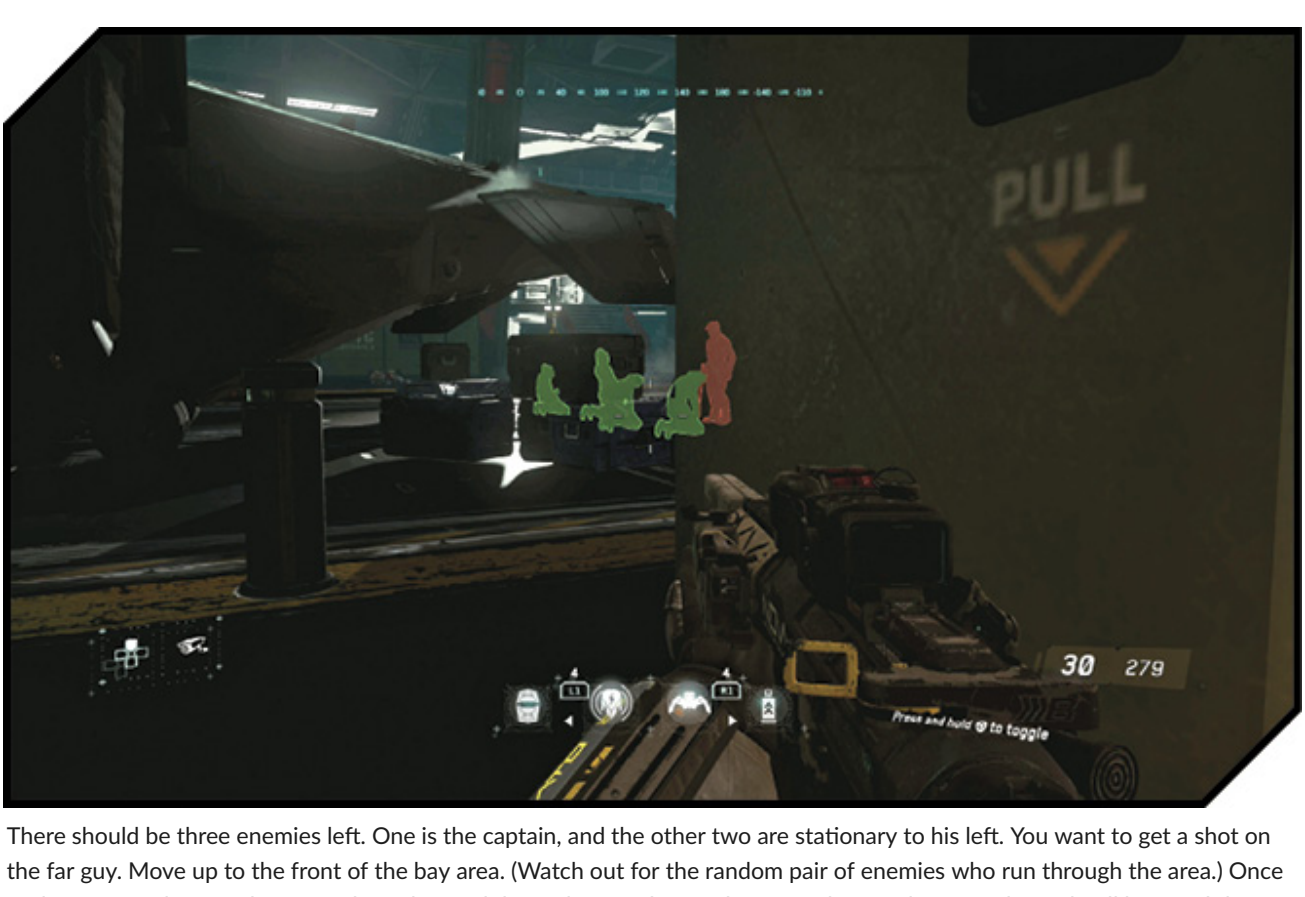


Move around the back of the area to the left. This rear room is empty. On the other side, there is one patrolling enemy on your level. A second enemy stands on a staircase above. A third is in a room looking out into the bay. Kill the patrolling enemy with your gun when he approaches your position. Next, kill the enemy on the stairs. Finally, kill the enemy inside the room.

Return to the lower stairs that lead down to the cargo bay floor. There is a patrolling guard below. Wait until he starts moving away from you. Then move down the stairs and melee-kill him.

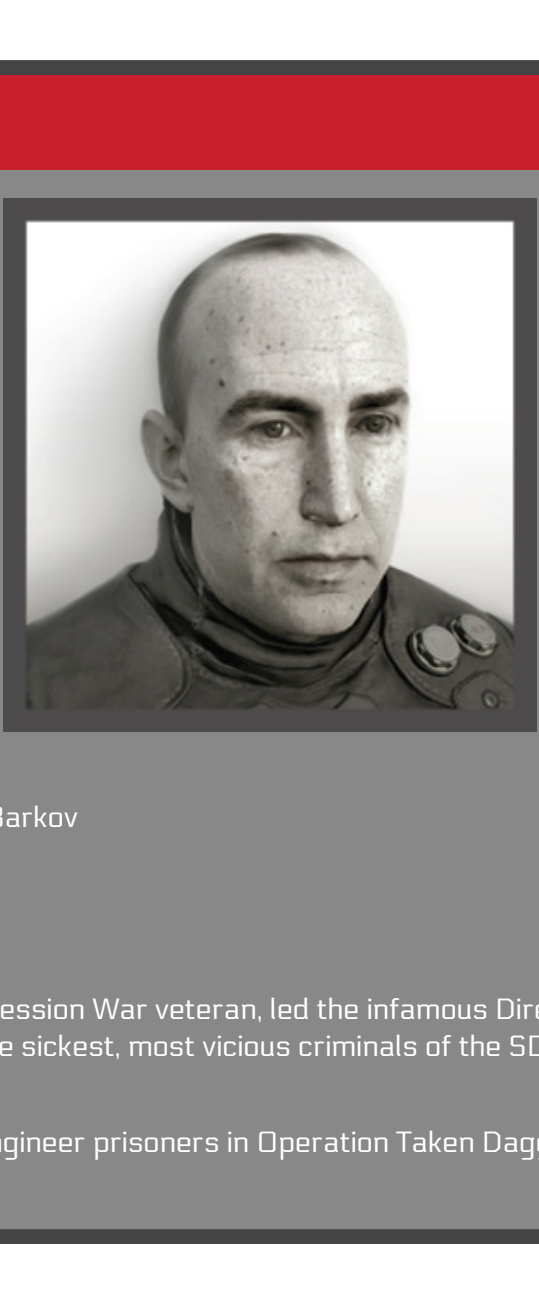






There should be three enemies left. One is the captain, and the other two are stationary to his left. You want to get a shot on the far guy. Move up to the front of the bay area. (Watch out for the random pair of enemies who run through the area.) Once at the front of the area, line up a clean shot and down the guard. Now, line up a shot on the second guard. Kill him, and the room will be clear for you to finish the captain.

MOST WANTED



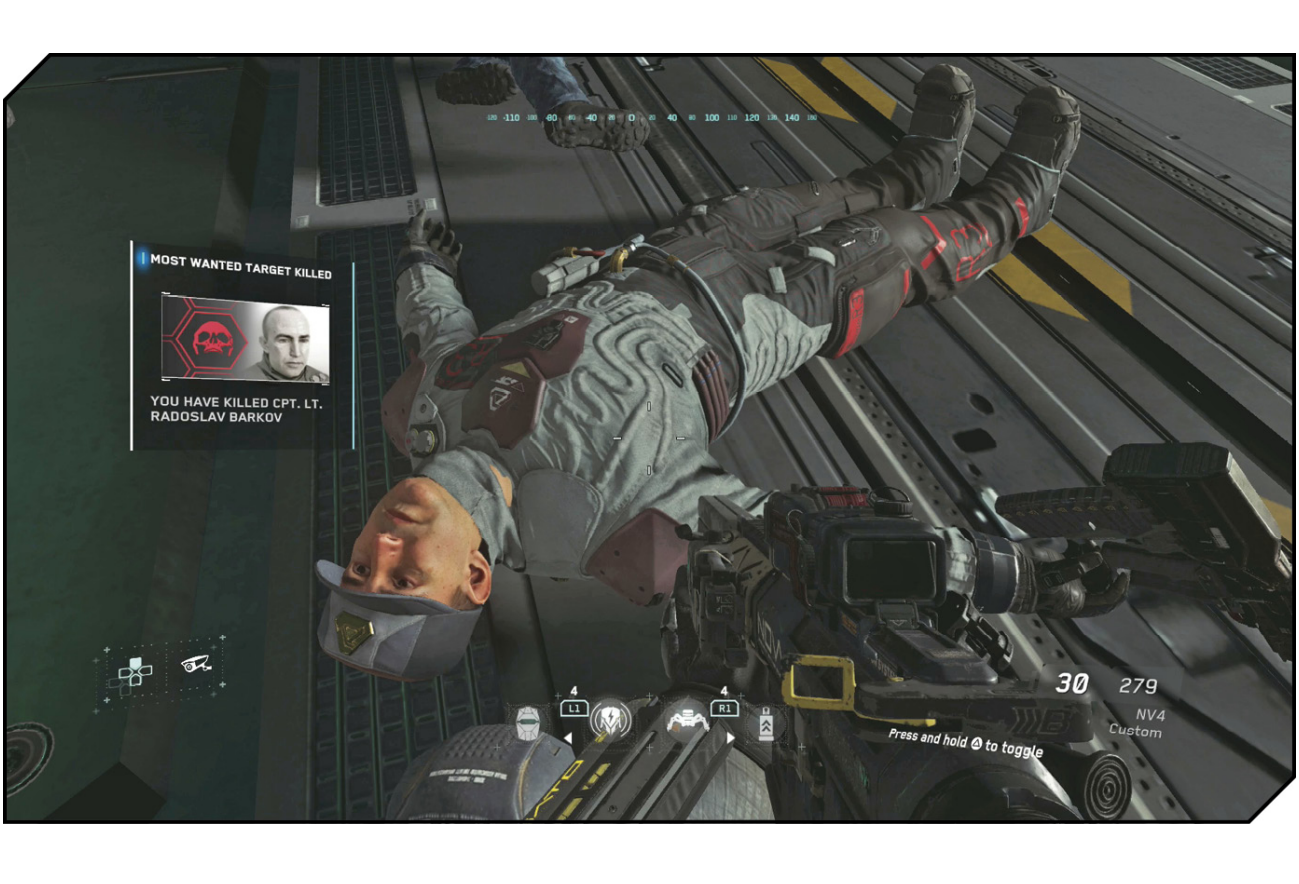
Name: CPT LT Radoslav Barkov

Vessel: SDS Galaxius

Bio: Cpt. Lt. Barkov, a Secession War veteran, led the infamous Dire Brigade, a penal battalion comprised of the sickest, most vicious criminals of the SDF.

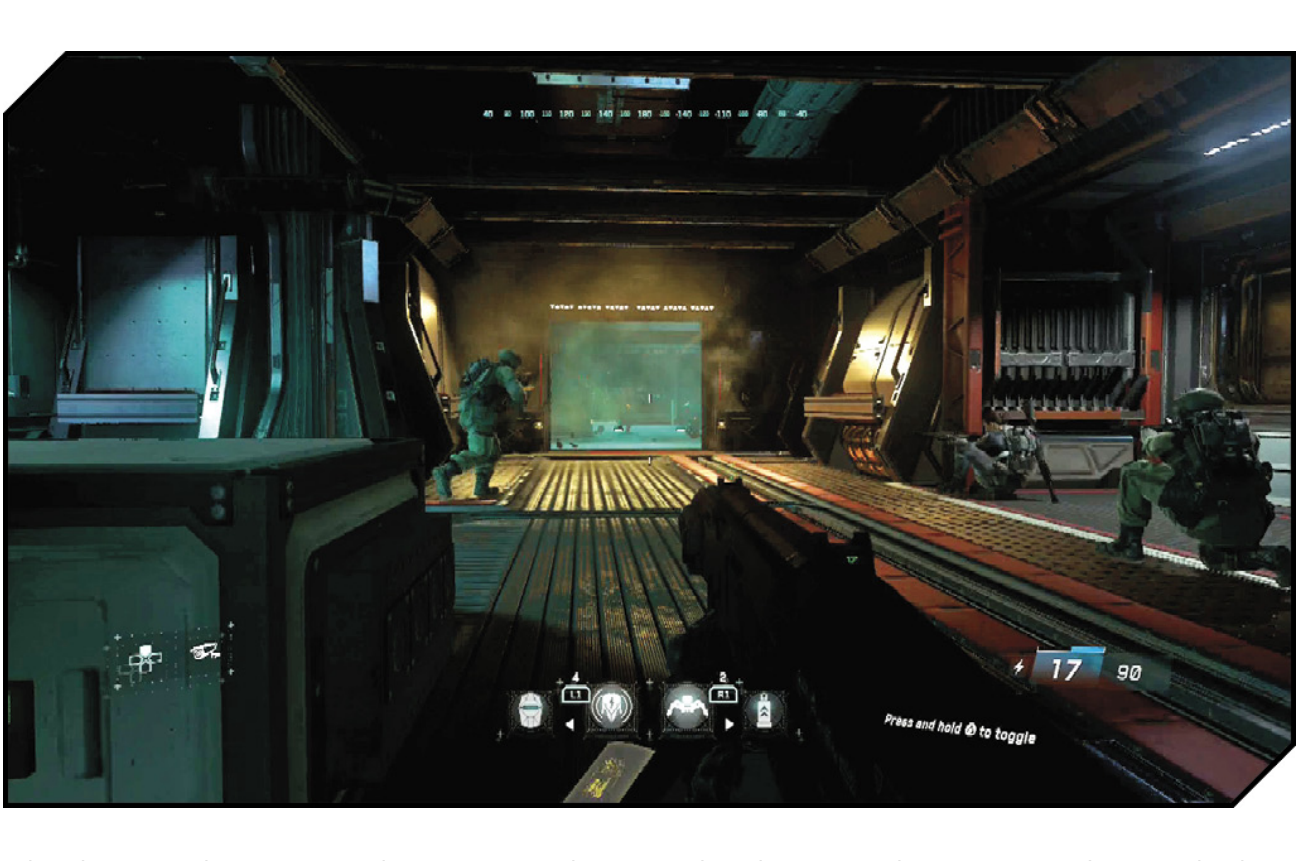
Location: Guarding the engineer prisoners in Operation Taken Dagger.

Kill the captain with your preferred method. The marines arrive for the extract.


MOST WANTED TARGET KILLED
YOU HAVE KILLED CPT. LT. RADOSLAV BARKOV
30 279
NV4 Custom

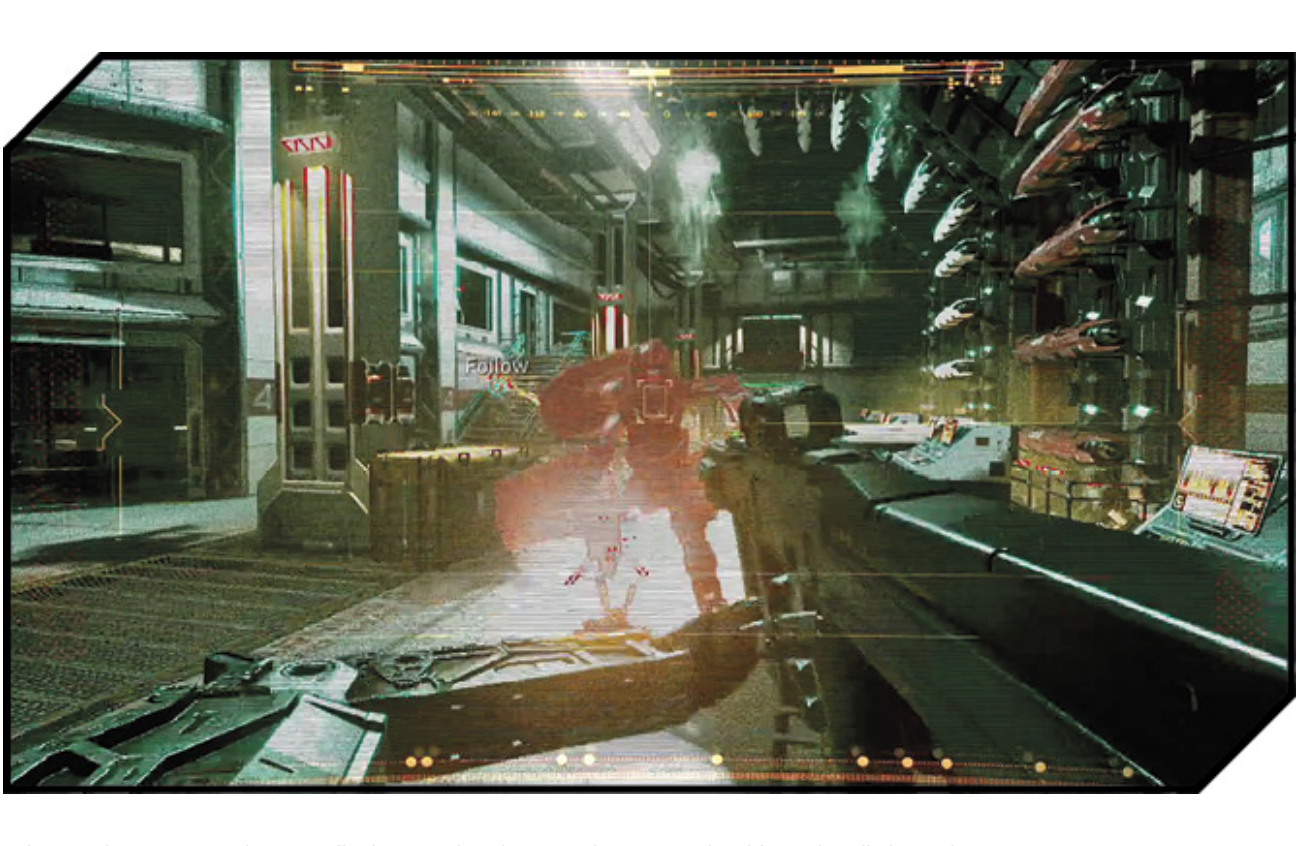
E OBJECTIVE: Recover the stolen technology.

Salter arrives to help you get to the tech. Follow her up to the second deck using your Boost Jump. The next room has some light resistance. Use your Seeker-Bots to destroy the enemies in cover. Hold off on using your Hacking Charges for now.



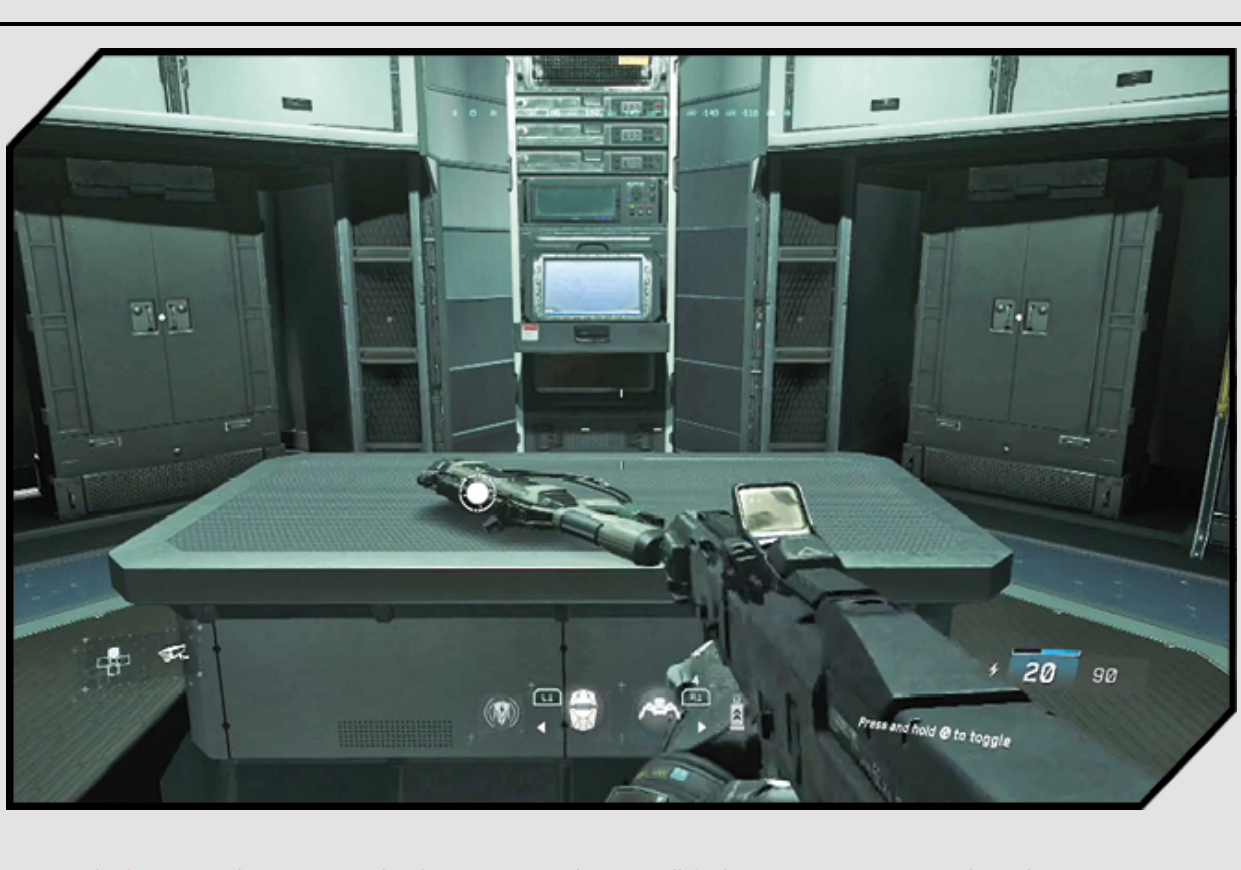
When the room is clear, move up to the next room. Inside are a couple of drones, several SDF troopers, and a C8. Hack a drone and wipe out the defensive line with melee attacks. Then move to the back of the room and blow up the C8 with a Self-Destruct. This won't finish the C8, but it will significantly weaken it.

Proceed into the room. Stay in cover. As you move toward the C8, more drones will spawn. Hack a second drone and use it to clear out the enemies first; then have it kamikaze the C8. Even this will likely not kill it. However, it will be very weak. Move in and start hitting it with an energy weapon. A few more shots should take it down.



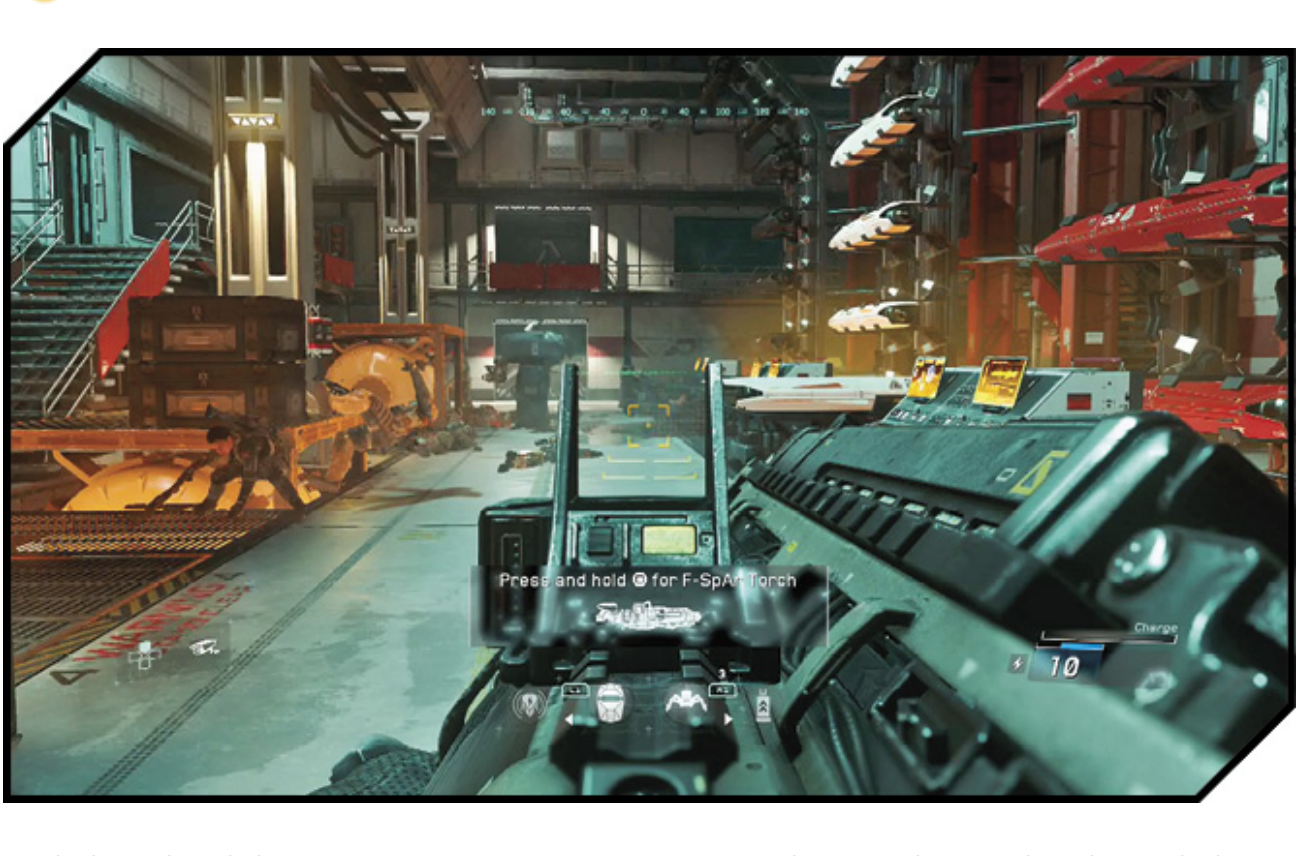
Take out the sniper on the catwalk above. When he goes down, you should get the all clear. There is an ammunition crate in the middle of the room. Use it before attempting to get the weapon. If you search one of the side rooms, you can find a restock for Seeker-Bots and Shock Ammo. The Shock Grenades are the priority. Be sure you have them for the next fight. There's another set of grenades right outside the armory you can use in the upcoming fight.

ARMORY



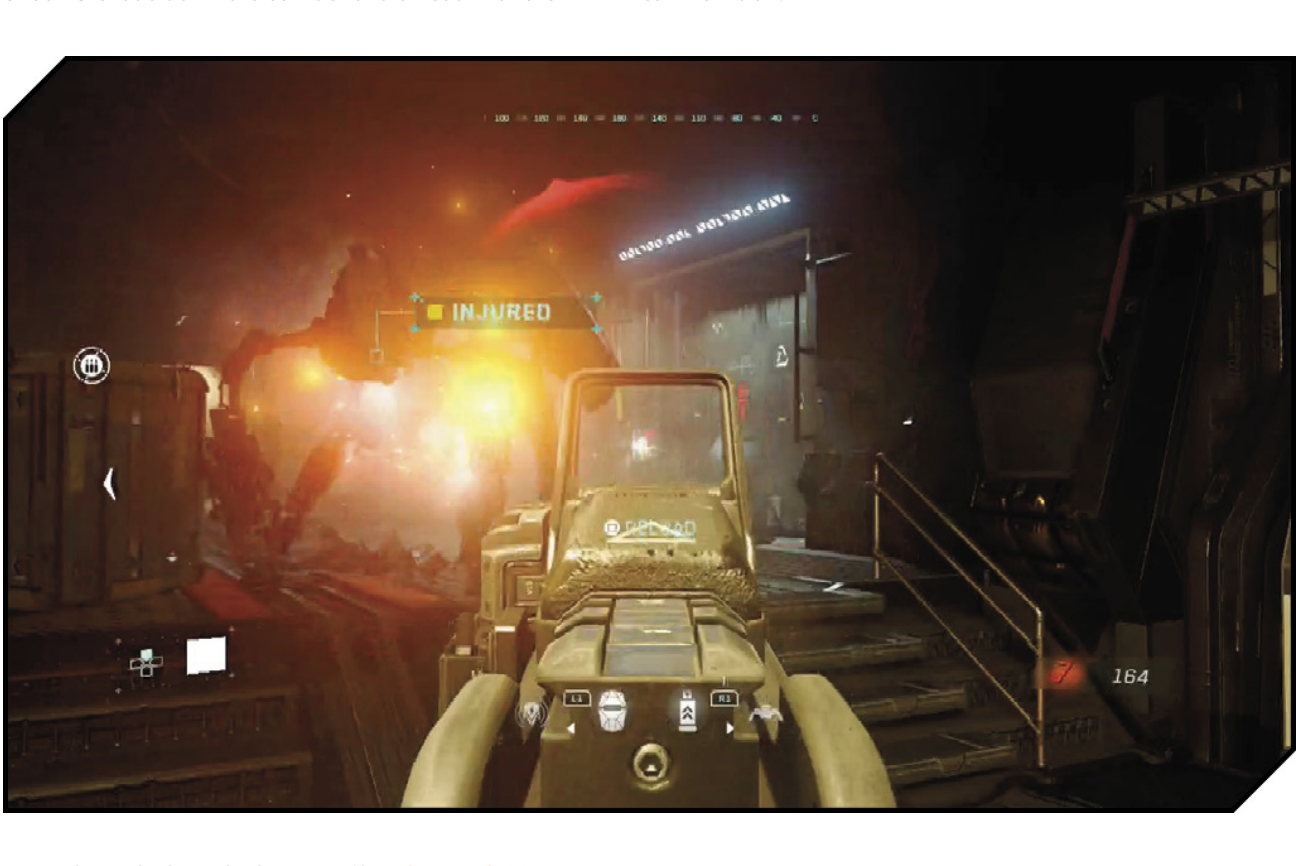
Step inside the armory by activating the door twice. Inside, you will find a P-LAW Energy Launcher. This is a great weapon for taking out powerful enemies. Save it for C8s. At the back of the room is a terminal you can use for an upgrade.

F OBJECTIVE: Return to the Retribution.



Step back outside, and a large SDF force arrives to stop you from escaping. Take cover and use a Hacking Charge to hack one of the drones and decimate the enemy defenses. A second Hacking Charge comes in handy when a C8 arrives with reinforcements, but if you are out of Hacking Charges, feel free to use the P-LAW to let loose into the C8 and his buddies until they all fall.

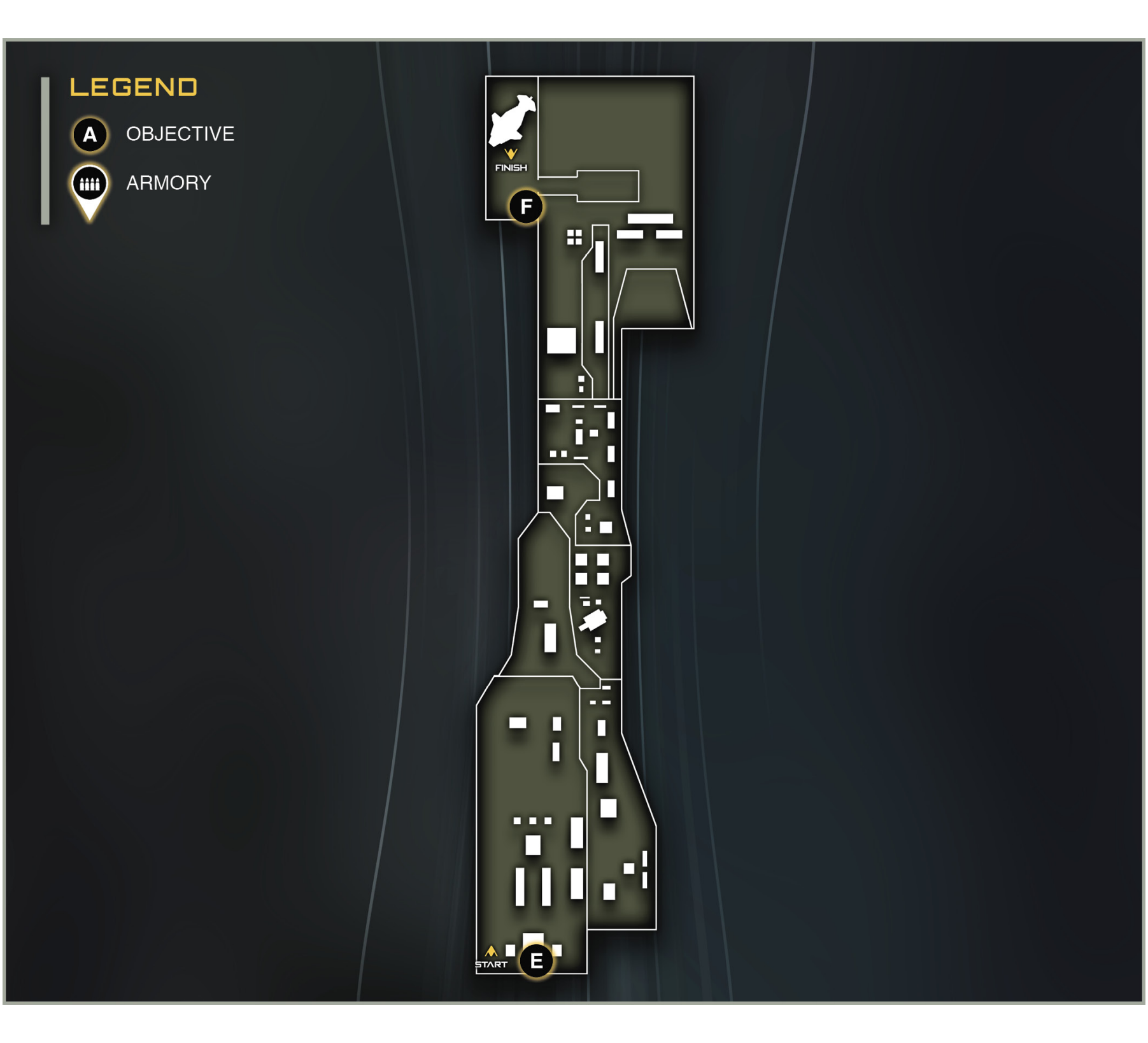
When you get the all clear, follow Salter up to the next door. Be ready to fire when the door opens. Two soldiers charge your position from the door ahead. Kill them and turn your attention down the right corridor. A C8 arrives with two escorts. Toss a Shock Grenade down the corridor and unload with the P-LAW to finish it off.



Open the air lock on the left to exfil to the Retribution.

Campaign Walkthrough

Target of Opportunity: Operation Phoenix



Location: Uranus Cluster

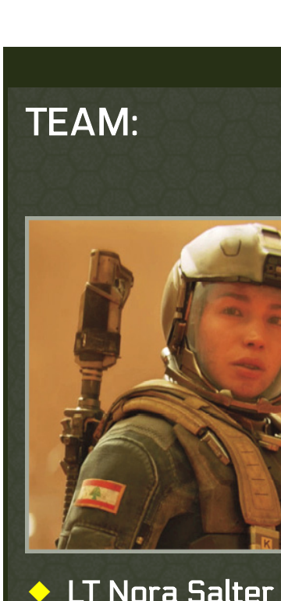
Target: SetDef Carrier Cerberus

Mission Summary: Commandeer an SDF advanced Skelter prototype.

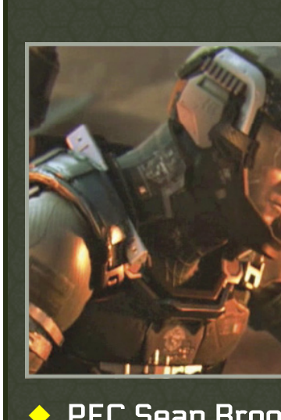
Mission Description: The Cerberus is dry-docked, and intel reveals that there is a prototype Skelter aboard. Infiltrate the ship, and capture the prototype.

Jackal Upgrades: GAMP 0.18 Microlite, Improved Thrusters

TEAM:

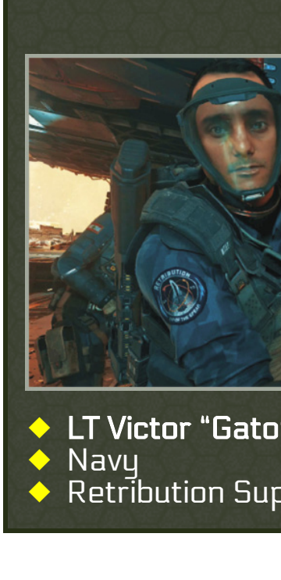


- **LT Nora Salter**
- SCAR
- Flight and Ground Support



- **PFC Sean Brooks**
- Marines
- Ground Support

- **PFC Todd Kashima**
- Marines
- Ground Support



- **LT Victor "Gator" Diallo**
- Navy
- Retribution Support

MANDATORY LOADOUT

This mission has a mandatory loadout, so you won't be able to customize as usual in Griff's armory.

A OBJECTIVE: Approach the SDF Carrier Cerberus.

OPERATION PHOENIX

Complete Operation Phoenix on any difficulty to earn this Achievement/Trophy.

You start this mission spacewalking with Salter. You need to stealthily approach the Cerberus so that you can take out its engines, making an escape impossible.

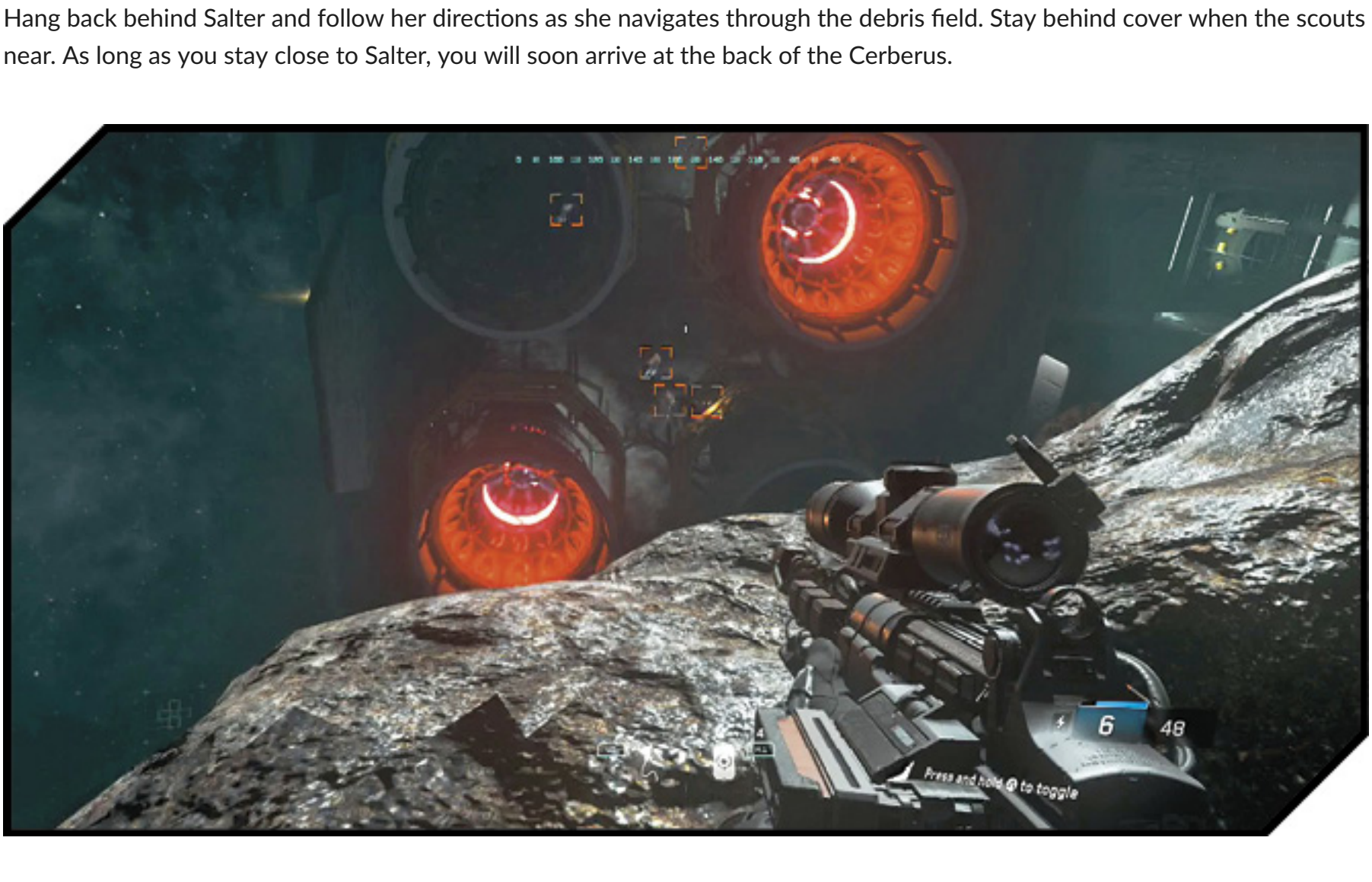
Stay close behind Salter as she floats through the debris. Use your grappling hook to quickly find cover when a transport approaches.

B OBJECTIVE: Eliminate the SDF patrol.

Salter picks out two enemies ahead. Headshot one, and she'll kill the other.

Two Skelters approach from the left. Stay behind a mini-asteroid until the ships pass. There are two scouts just ahead. Use your sniper to pick one off; Salter bull's-eyes the second.

Hang back behind Salter and follow her directions as she navigates through the debris field. Stay behind cover when the scouts near. As long as you stay close to Salter, you will soon arrive at the back of the Cerberus.

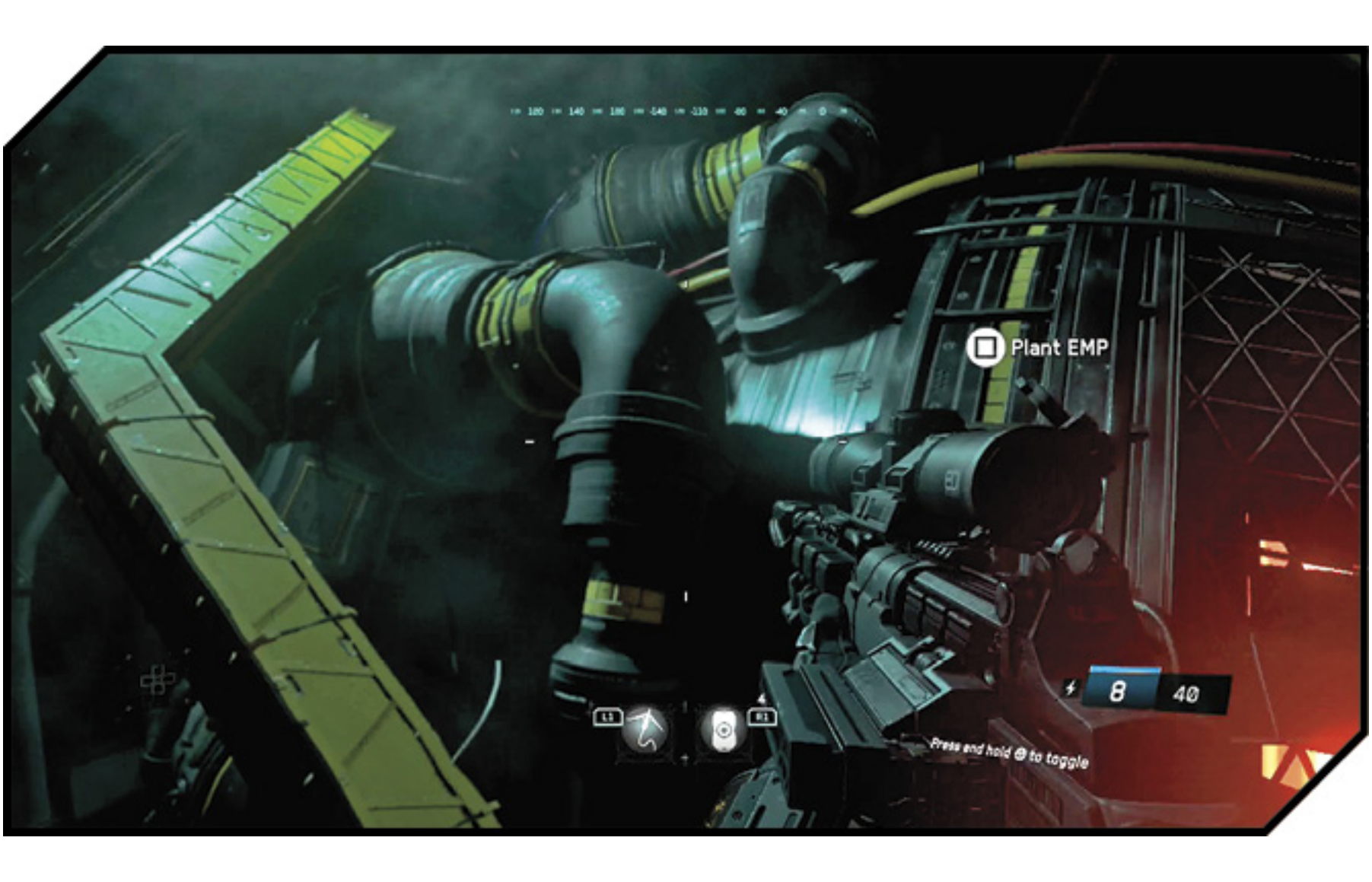


C OBJECTIVE: Eliminate the SDF engine techs.

There are two security and four engine techs working on the back of the Cerberus. Salter suggests getting in close, but the better option is to hang back and pick them off with your sniper rifle.

Take out the security first. There is one floating high, near the top left engine, and one floating low, at the lower-right engine. With the main security down, only one engineer should remain. (Salter kills the other targets while you are taking down the security.)

D OBJECTIVE: Place EMP charge on the SDF carrier.



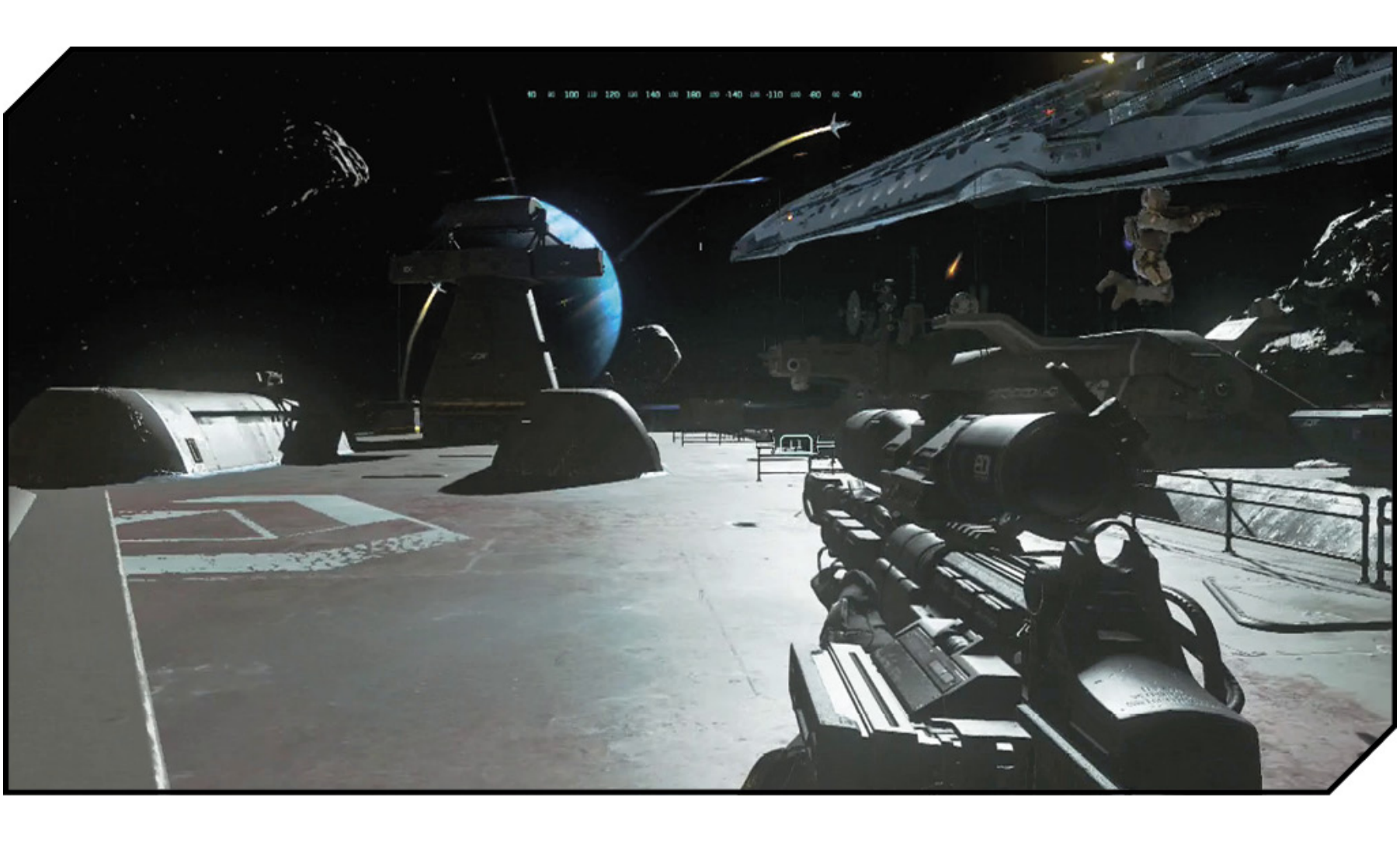
Float over to the engine by following the objective indicator. Use the Activate button to plant the charge.

You will automatically rappel clear.

E OBJECTIVE: Reach the hangar entrance.

Now that Cerberus is disabled, you need to move to the hangar to commandeer the enemy Skelter. Float to the top of the ship after Salter, Brooks, and Kashima join in the assault.

Enemies will start emerging from the ship. Luckily, this is the perfect situation for your sniper rifle. Stay in cover and pick off the patrols as they emerge. If an enemy is giving you trouble, drop into cover and pop a rocket grenade to take them out.



The key here is patience. Stay in cover and don't advance until your squad does.

STAYING GROUNDED

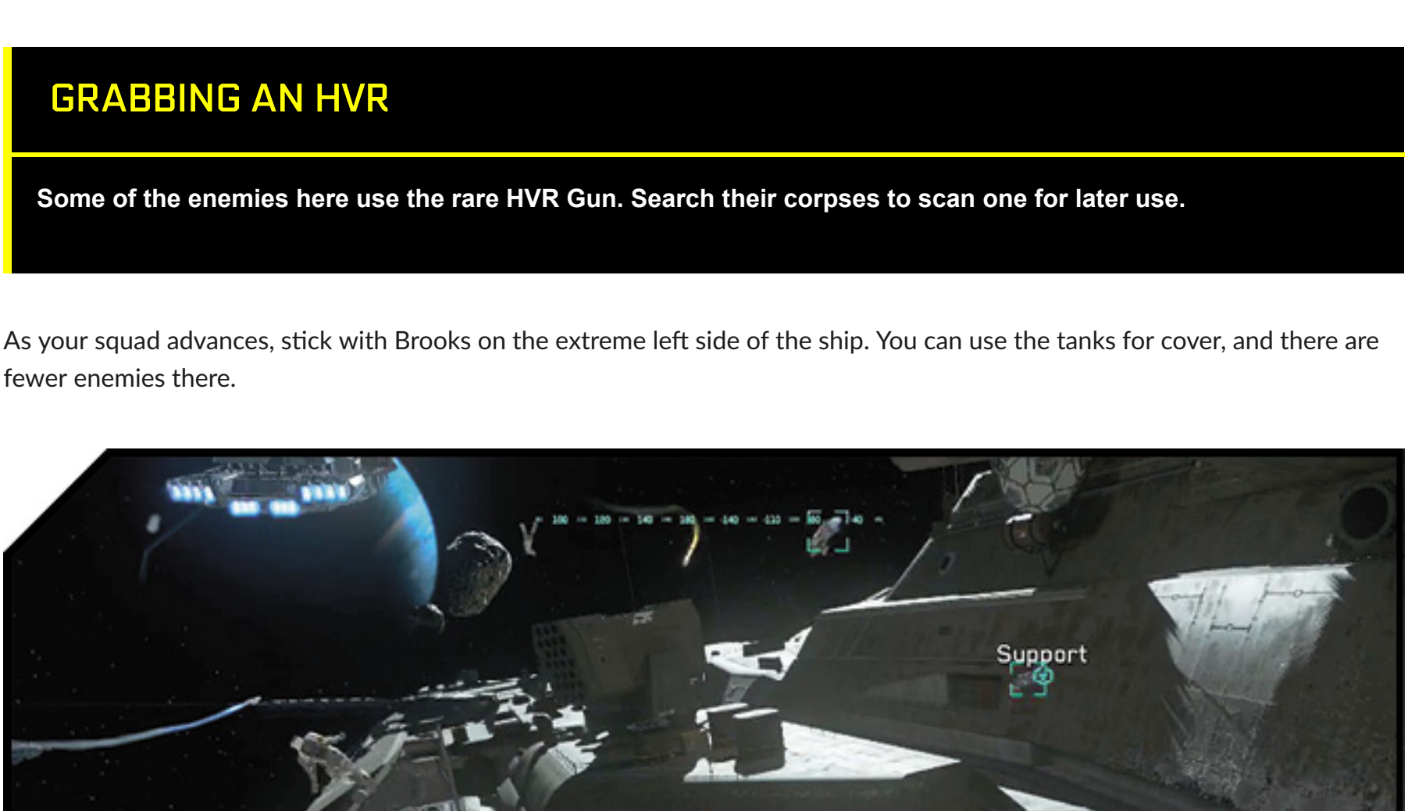
It may be easier for you to lock your magnet boots to the hull of the Cerberus. This makes ducking in and out of cover easier than if you are floating. Hit the Crouch button until you touch down on the hull—your boots automatically engage—allowing you to make more precise movements.

After you've eliminated the first set of enemies, move left along the deck so you can keep in cover as you advance. (There is little cover along the right side.)

GRABBING AN HVR

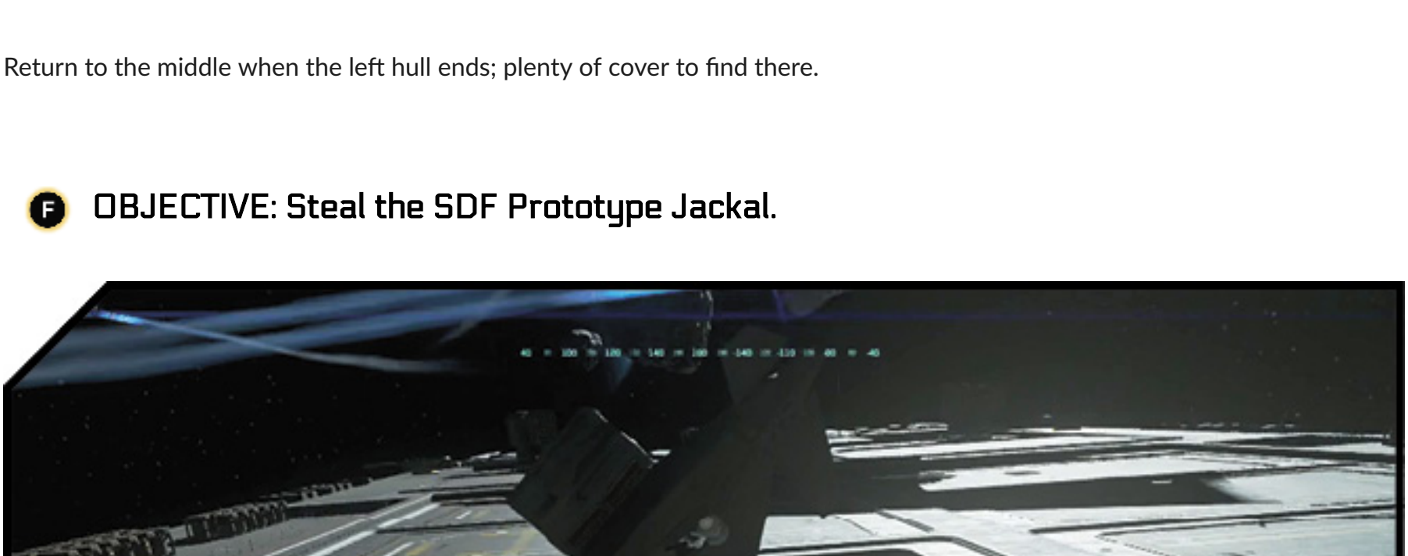
Some of the enemies here use the rare HVR Gun. Search their corpses to scan one for later use.

As your squad advances, stick with Brooks on the extreme left side of the ship. You can use the tanks for cover, and there are fewer enemies there.



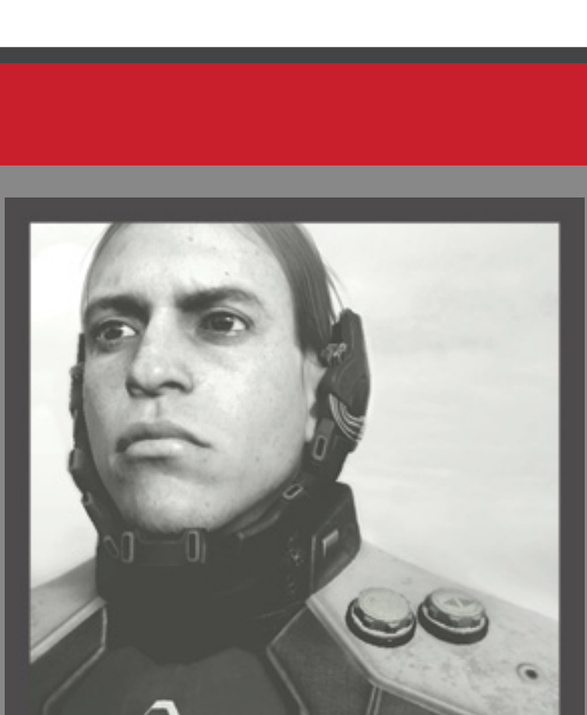
Return to the middle when the left hull ends; plenty of cover to find there.

F OBJECTIVE: Steal the SDF Prototype Jackal.



When Salter gives you the clear to advance on the hangar, you are safe to sprint or fly forward. The hangar is down a deep pit ahead.

MOST WANTED



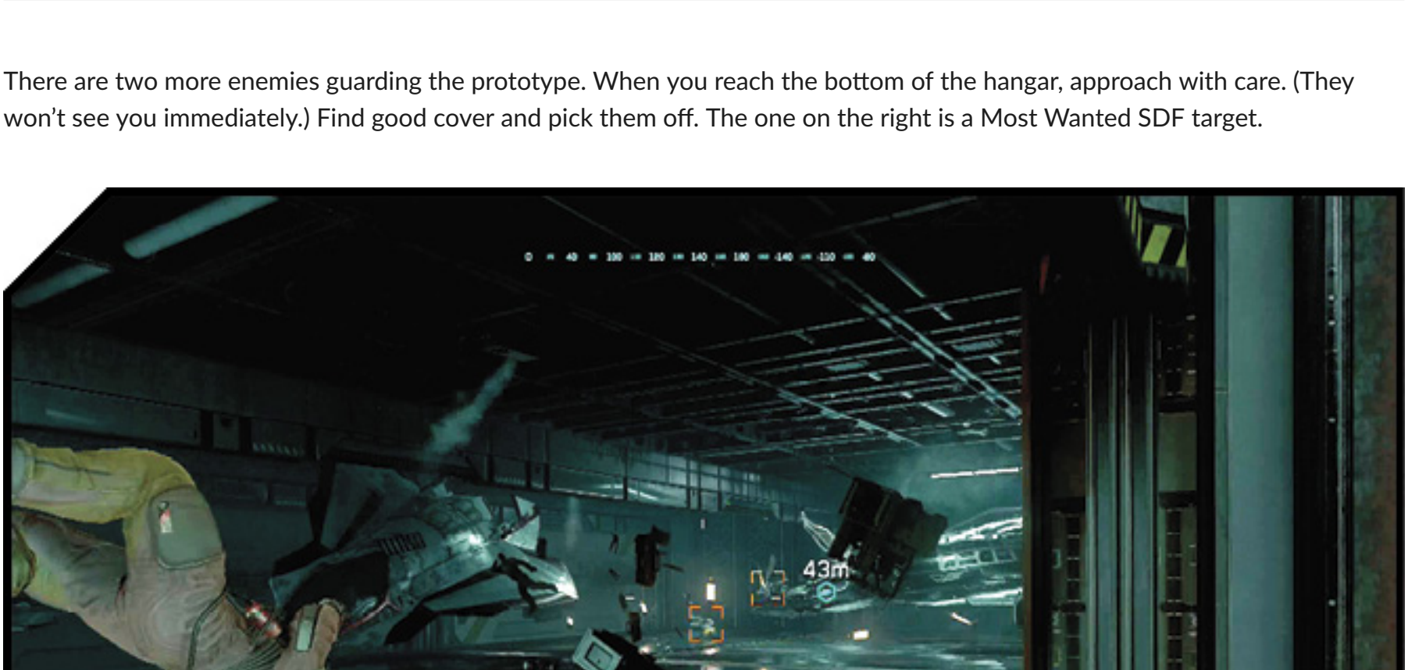
Name: LTJG Cesar Magana

Vessel: SDS Cerberus

Bio: Protégé of Admiral Kotch. A chief technology specialist directed to monitor SDF technology as it is introduced into combat.

Location: Guarding the SDF Prototype Jackal.

There are two more enemies guarding the prototype. When you reach the bottom of the hangar, approach with care. (They won't see you immediately.) Find good cover and pick them off. The one on the right is a Most Wanted SDF target.

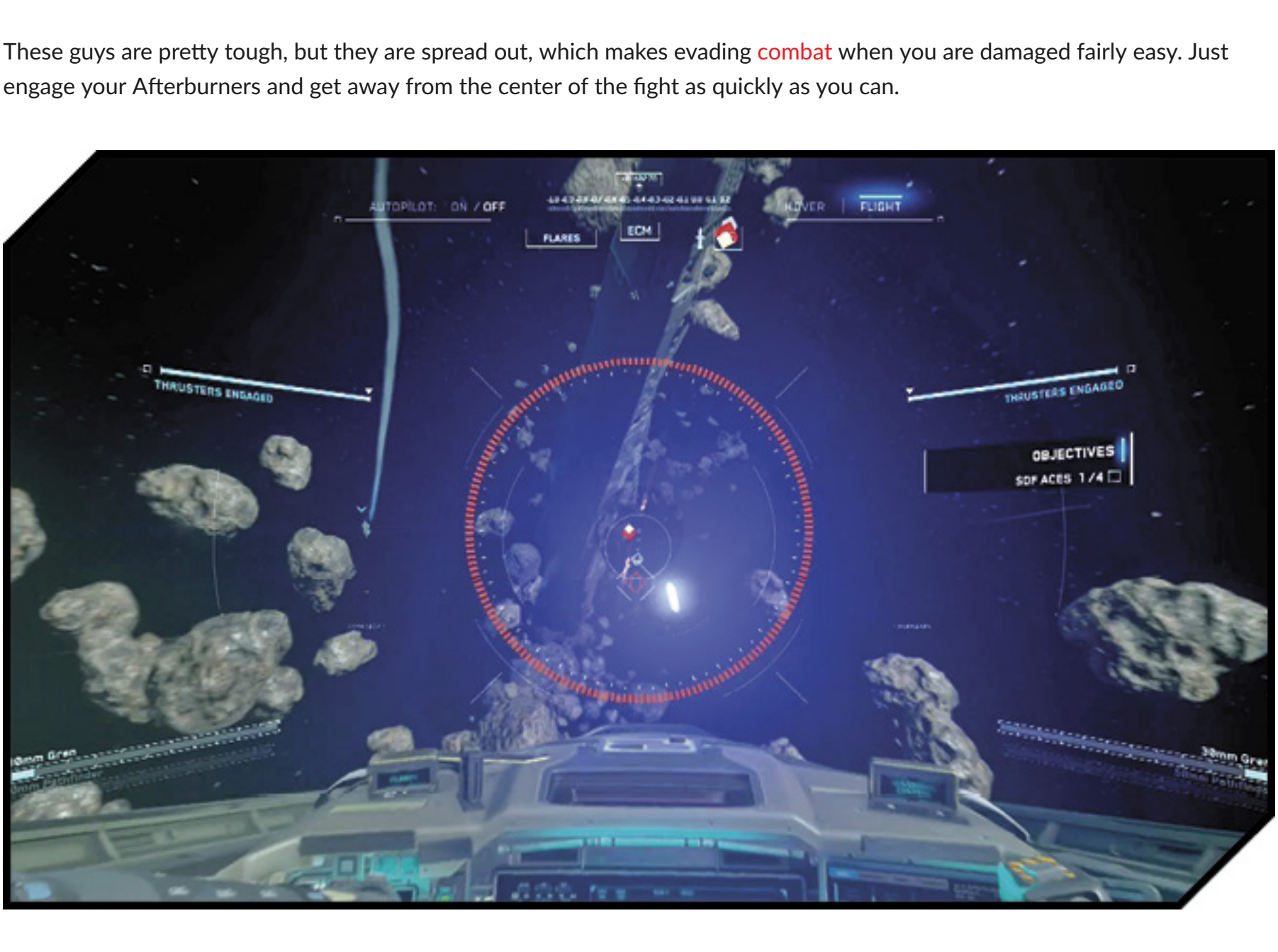


Float forward and Activate to enter the ship. Use the ship's missiles to blow a hole in the outside.

G OBJECTIVE: Eliminate the SDF Aces.

There is a serious battle going on outside. There are four SDF Aces in the area, and you have to eliminate them before completing the mission.

These guys are pretty tough, but they are spread out, which makes evading combat when you are damaged fairly easy. Just engage your Afterburners and get away from the center of the fight as quickly as you can.

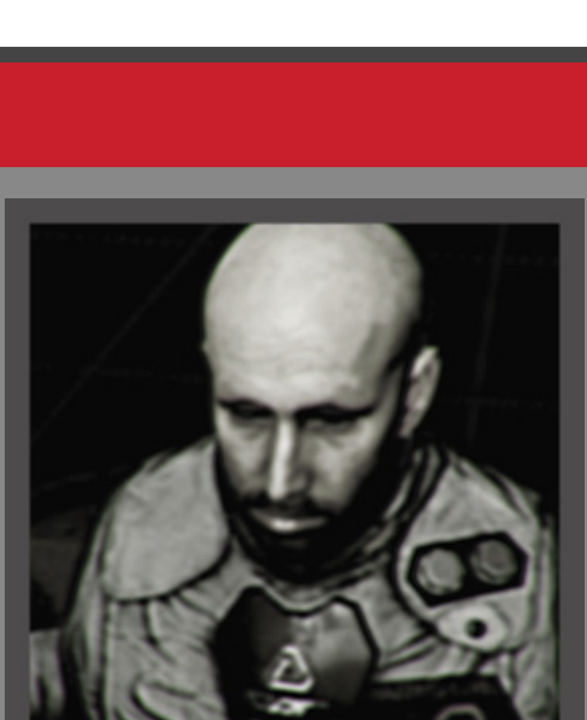


The Aces are your priority here; they do the most damage if allowed to roam the battlefield. Additionally, eliminating them triggers Checkpoints. However, if you do get a regular Skelter in your view, it doesn't hurt to use one of your missiles on it to quickly eliminate it from the fight.

NOT ALL ACES ARE INFAMOUS

There are four SDF Aces, but only three are Most Wanted.

MOST WANTED



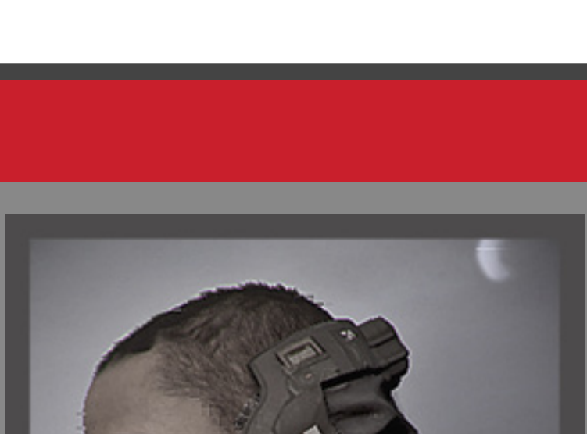
Name: CPT Taras Emin

Vessel: SDS Cerberus

Bio: Taras Emin, kin of CPT Oren Emin, is one of the 12 scions of High Councilman Fahir Emin. Taras specializes in pincer maneuvers against UNSA airships, earning Iron Cross medals over Eris and Proteus.

Location: Defending the Cerberus at the end of Operation: Phoenix.

MOST WANTED



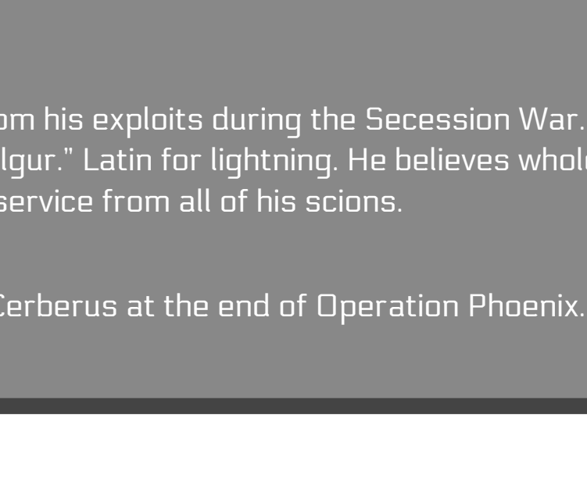
Name: COL Young Kim

Vessel: SDS Cerberus

Bio: Heavily decorated from his exploits during the Secession War. He became known to his allies and enemies as "Fulgur." Latin for lightning. He believes whole-heartedly in the SDF's cause, requiring military service from all of his scions.

Location: Defending the Cerberus at the end of Operation Phoenix.

MOST WANTED



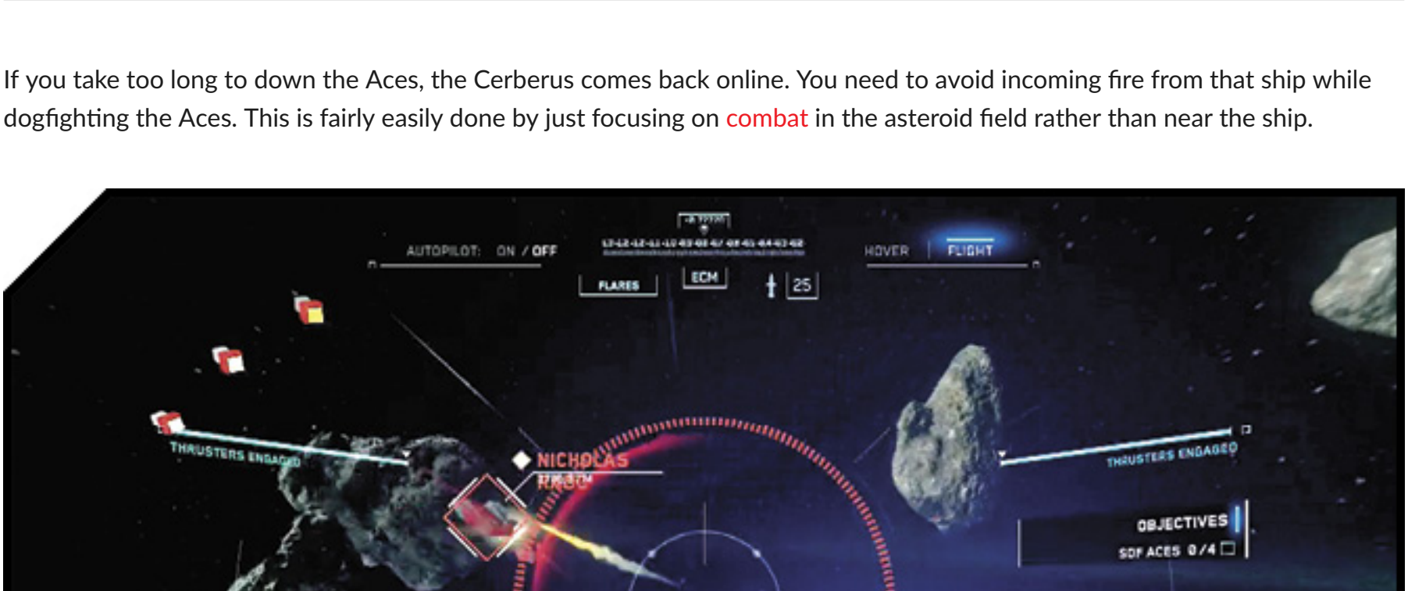
Name: MAJ Nicholas Rado

Vessel: SDS Cerberus

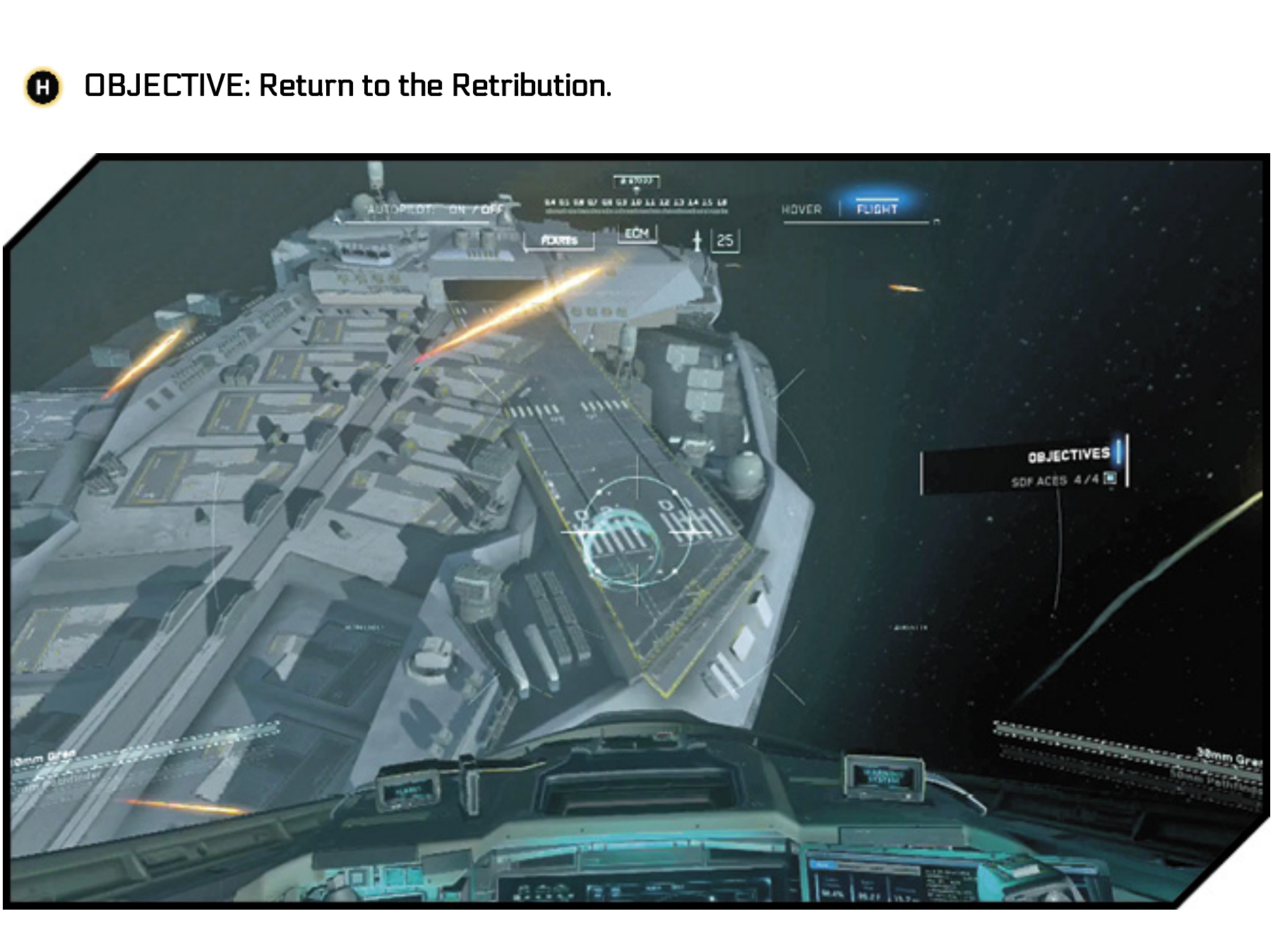
Bio: Inseparable from descriptions of SDF training methodology. One of his actual training exercises includes pushing recruits out into the vacuum of space with minimal oxygen reserves and a punctured suit. Failure is death.

Location: Defending the Cerberus at the end of Operation Phoenix.

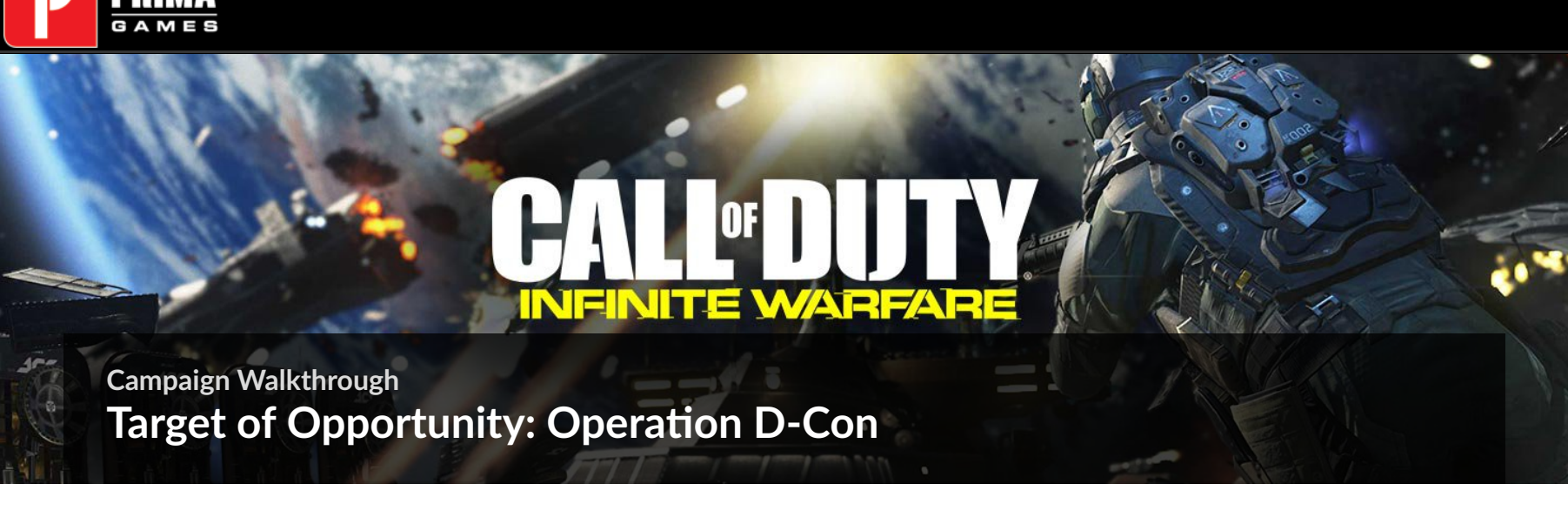
If you take too long to down the Aces, the Cerberus comes back online. You need to avoid incoming fire from that ship while dogfighting the Aces. This is fairly easily done by just focusing on combat in the asteroid field rather than near the ship.



H OBJECTIVE: Return to the Retribution.

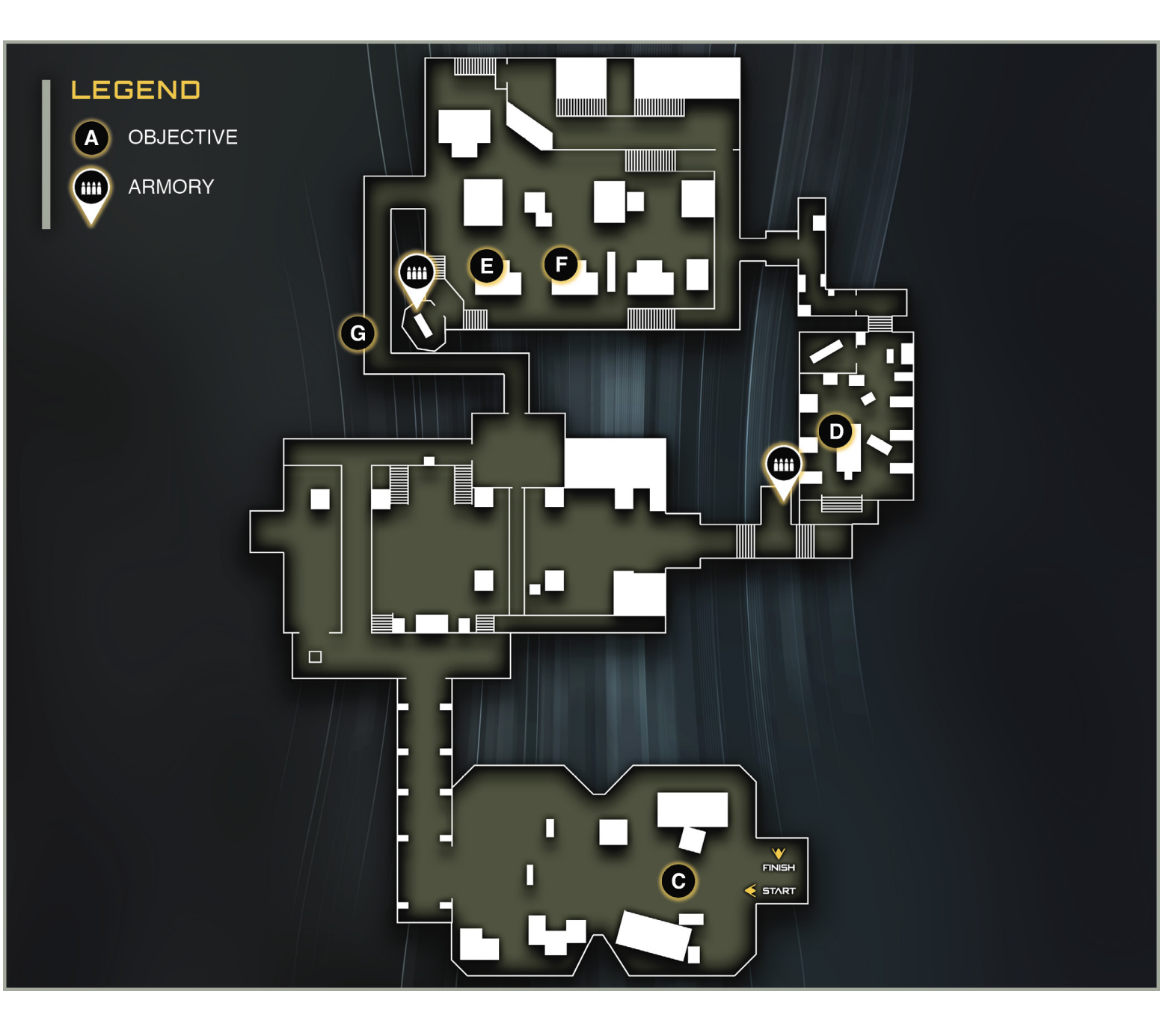


After you take out the fourth Ace, Cerberus' rail gun comes back online. You need to land on the ship within thirty seconds to give Retribution enough time to bug out before the gun goes off.



Campaign Walkthrough

Target of Opportunity: Operation D-Con



Location: Venus Cluster

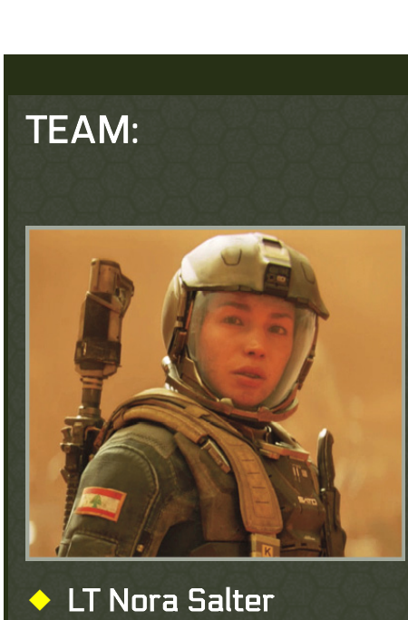
Target: SetDef Carrier Hellas

Mission Summary: Chemical weapon search and destroy.

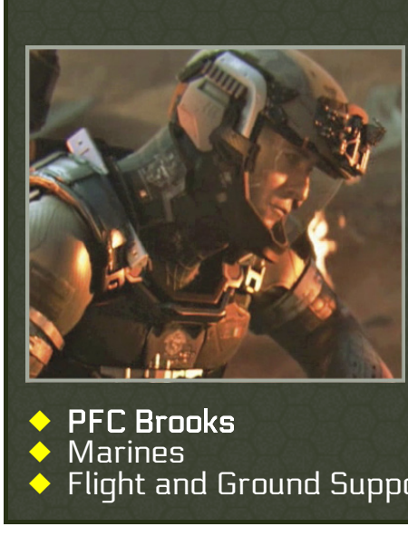
Mission Description: Hellas is being repaired from a recent engagement. This is an opportunity to take out the chemical munitions before they can be used against you.

Unlockable Perk: Quick Draw

TEAM:



- **LT Nora Salter**
- SCAR
- Flight and Ground Support

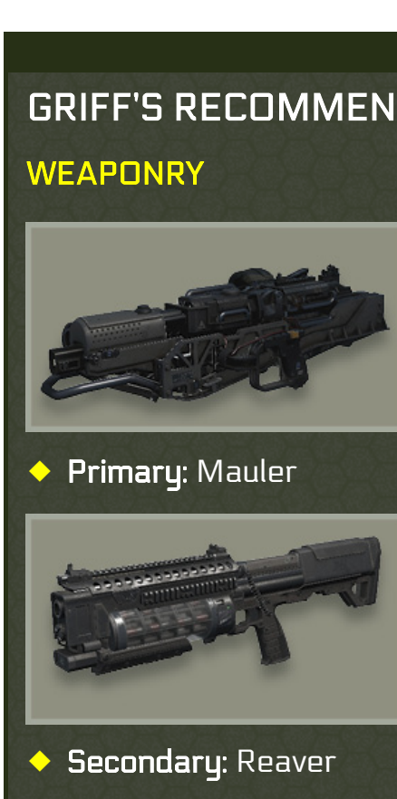


- **PFC Brooks**
- Marines
- Flight and Ground Support

GRIFF'S RECOMMENDED LOADOUT:

WEAPONRY

- **Primary:** Mauler



- **Secondary:** Reaver

TACTICAL

- Retractable Shield

- Hacking Device

LETHAL

- EMP Grenade

- Frag Grenade

ADDITIONAL ADVICE

Stick with Griff's recommendations here. You will be fighting a lot of robots on this level, so an energy-based LMG like the RAW is an ideal fit. The Hacking Charges will also make several sections of the level much easier.

A OBJECTIVE: Destroy SDF Jackals.

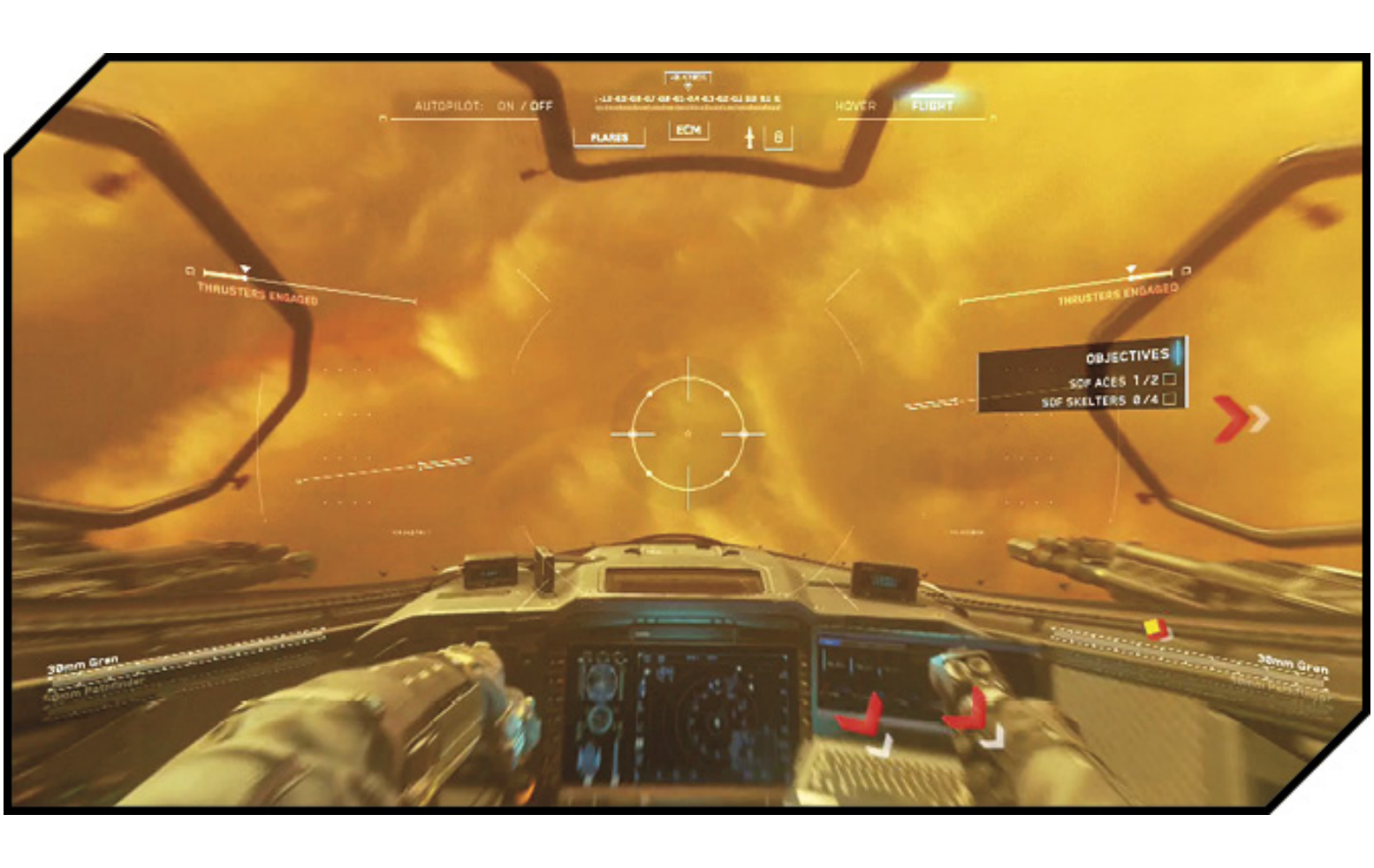
OPERATION D-CON

Complete Operation D-Con on any difficulty to earn this Achievement/Trophy.

The Hellas may be disabled, but it is well defended by seven Skelters led by two Aces.

This dogfight is a difficult one. This is the only flying portion of the level, so feel free to use your missiles throughout the fight. No need to save them for later.

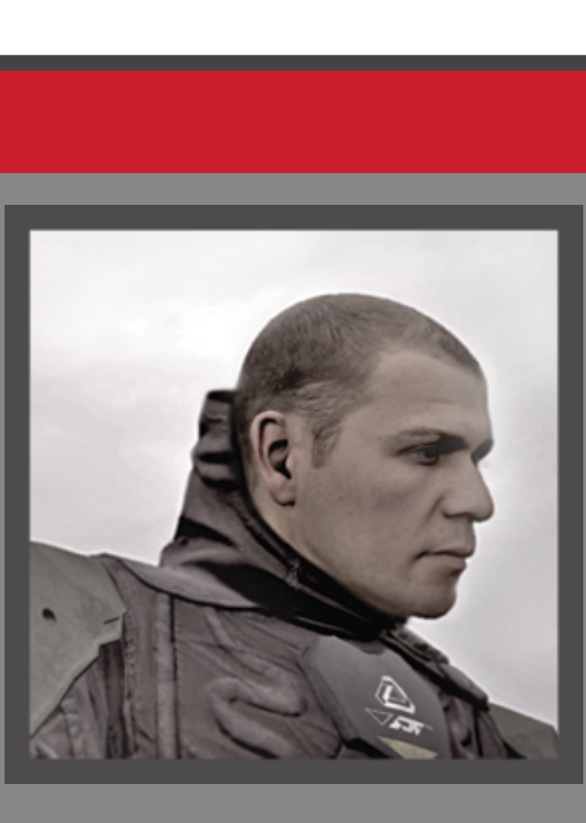
If you are playing on Veteran difficulty, you do not want to advance directly into the fray. Let Salter run interference for you. Hang back while she blasts forward.



Cautiously approach the Skelter squadrons. Prioritize targeting the Aces as they come into range, but don't charge forward. As soon as you see one in range of your guns, hold back on the throttle and do your best to get hits on the Skelters from a safe distance. If a Skelter passes by you, immediately stop forward movement and flip around 180 degrees to face the opposite direction.

Continue engaging like this until you have taken out most of the Skelters. When there are only a few left, it is safer to approach the Hellas. Engage as normal.

MOST WANTED



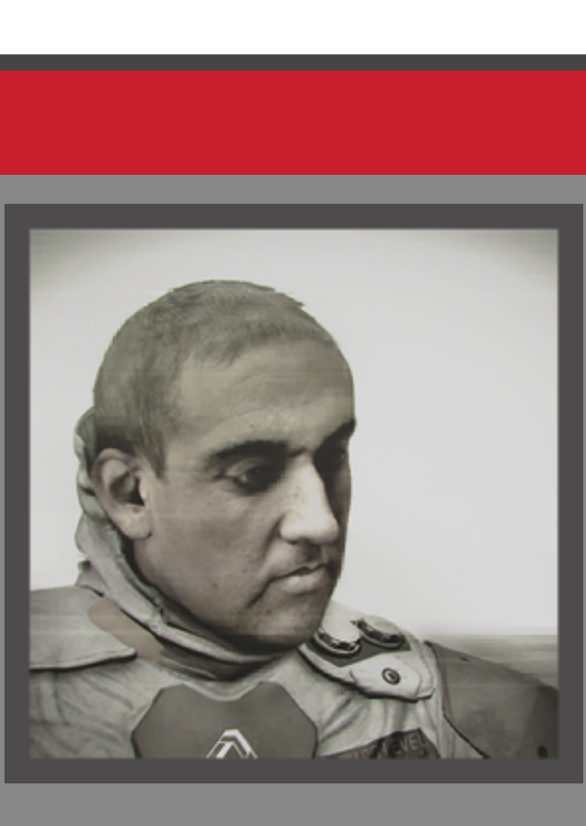
Name: LT Serozh Sarkisyan

Vessel: SDS Hellas

Bio: Iron Cross recipient. When his Skelter was shot down in UNSA territory over Venus, he spent 2 months hiding and surviving. He lived in his downed Skelter, using the cover of Venus nights to scavenge survival supplies from nearby outposts.

Location: Flying one of the SDF Jackal Aces.

MOST WANTED



Name: LT Rulon Raymond

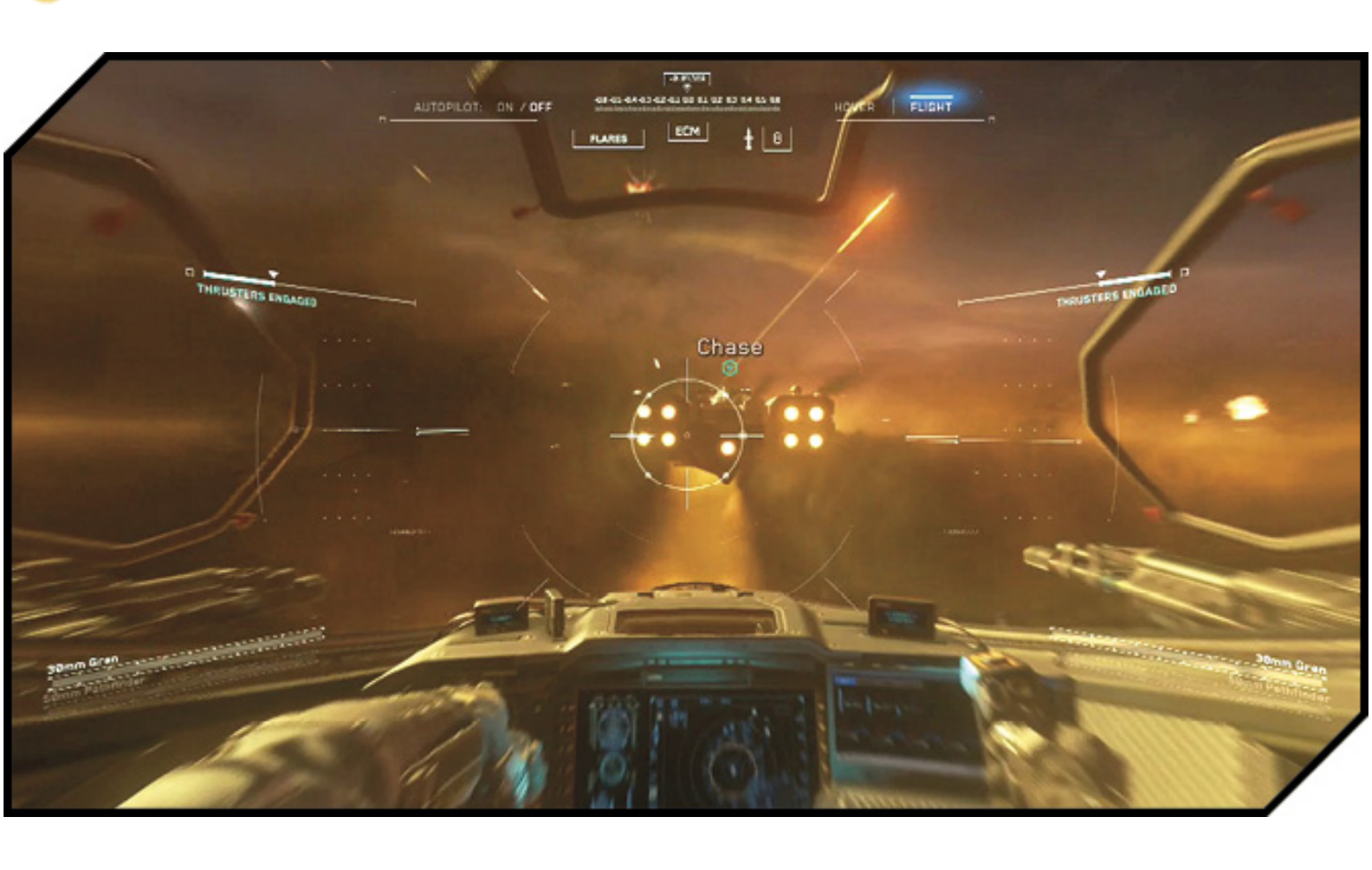
Vessel: SDS Hellas

Bio: A ruthless combatant. Raymond has outfitted his Skelter with significantly lower-caliber rounds to challenge himself against SATO pilots.

Location: Flying one of the SDF Jackal Aces.

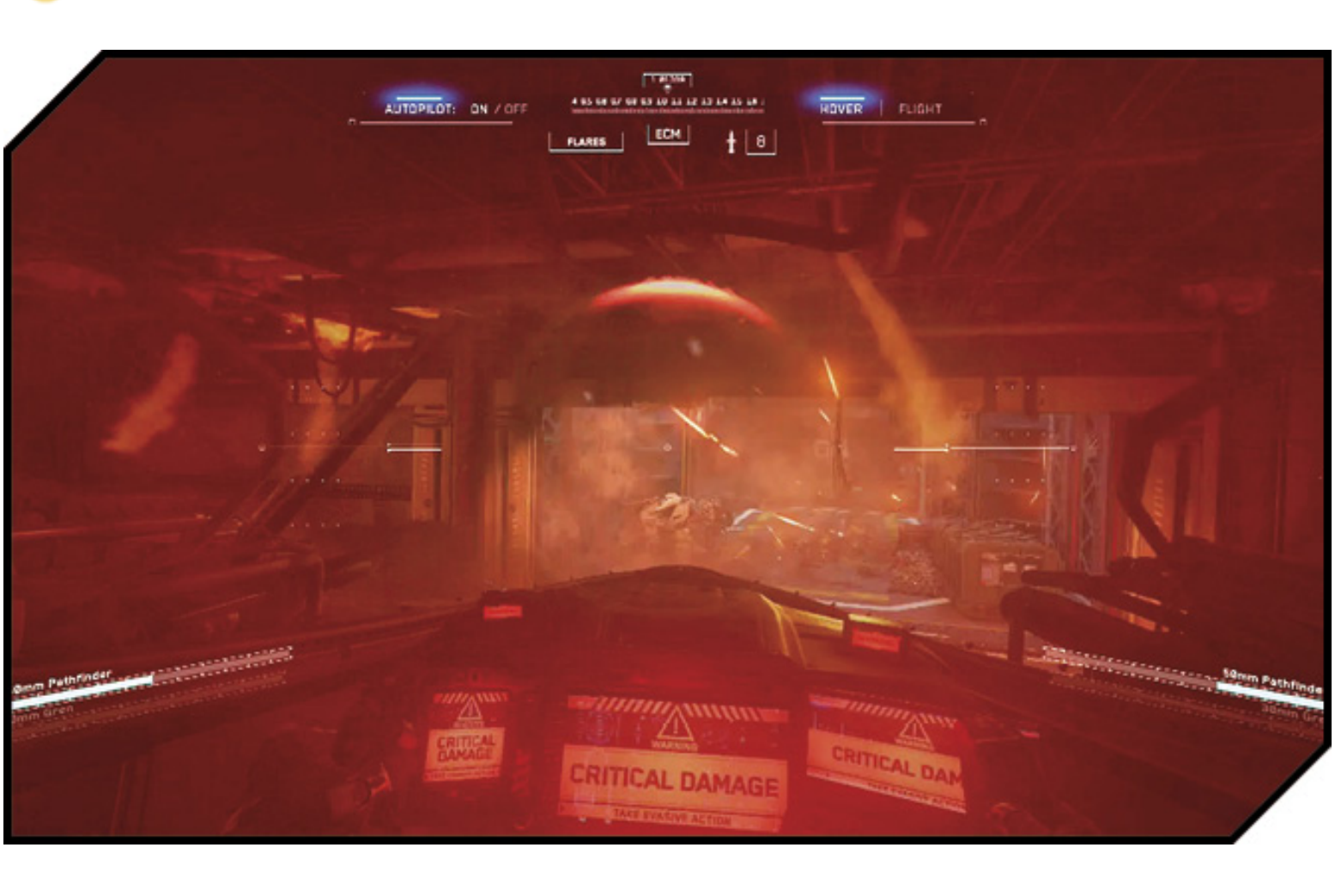
When you've destroyed all ships, the Hellas starts making a run for it.

B OBJECTIVE: Intercept SDF Hellas.



Get behind the Hellas and use your Afterburners to keep up. Stay back and under the ship to avoid taking fire from the Hellas' now-active guns.

C OBJECTIVE: Approach the hangar.

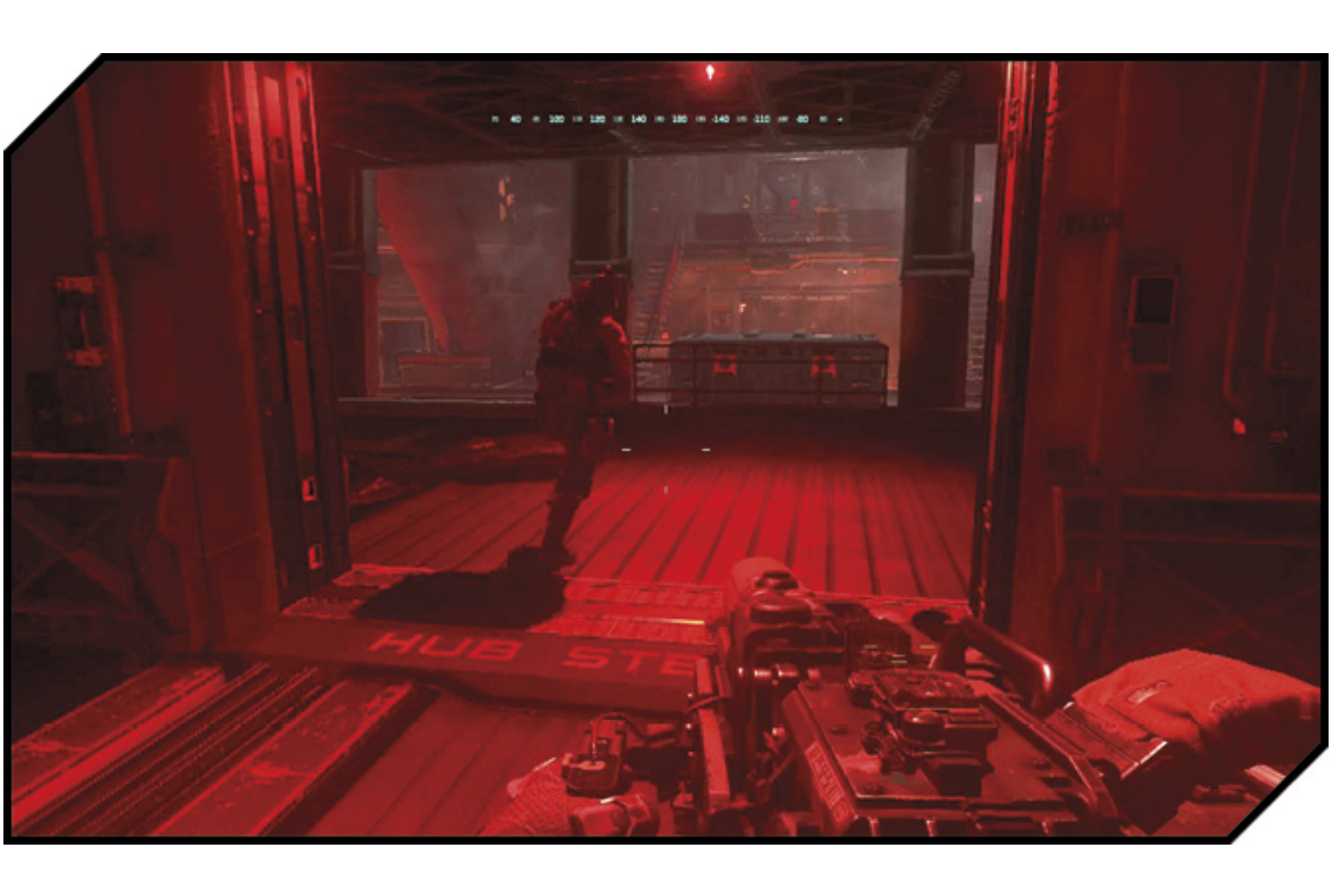


Salter will find an entry point on the Hellas on the port (left) side. Use your Afterburners to approach on that side. If your Afterburners exhaust, wait until they fully recharge before reengaging them. This is the best way to get the most out of your engines.

When you get close to the hangar, you automatically enter. Use your guns to cut through the soldiers and the C12 waiting for you.

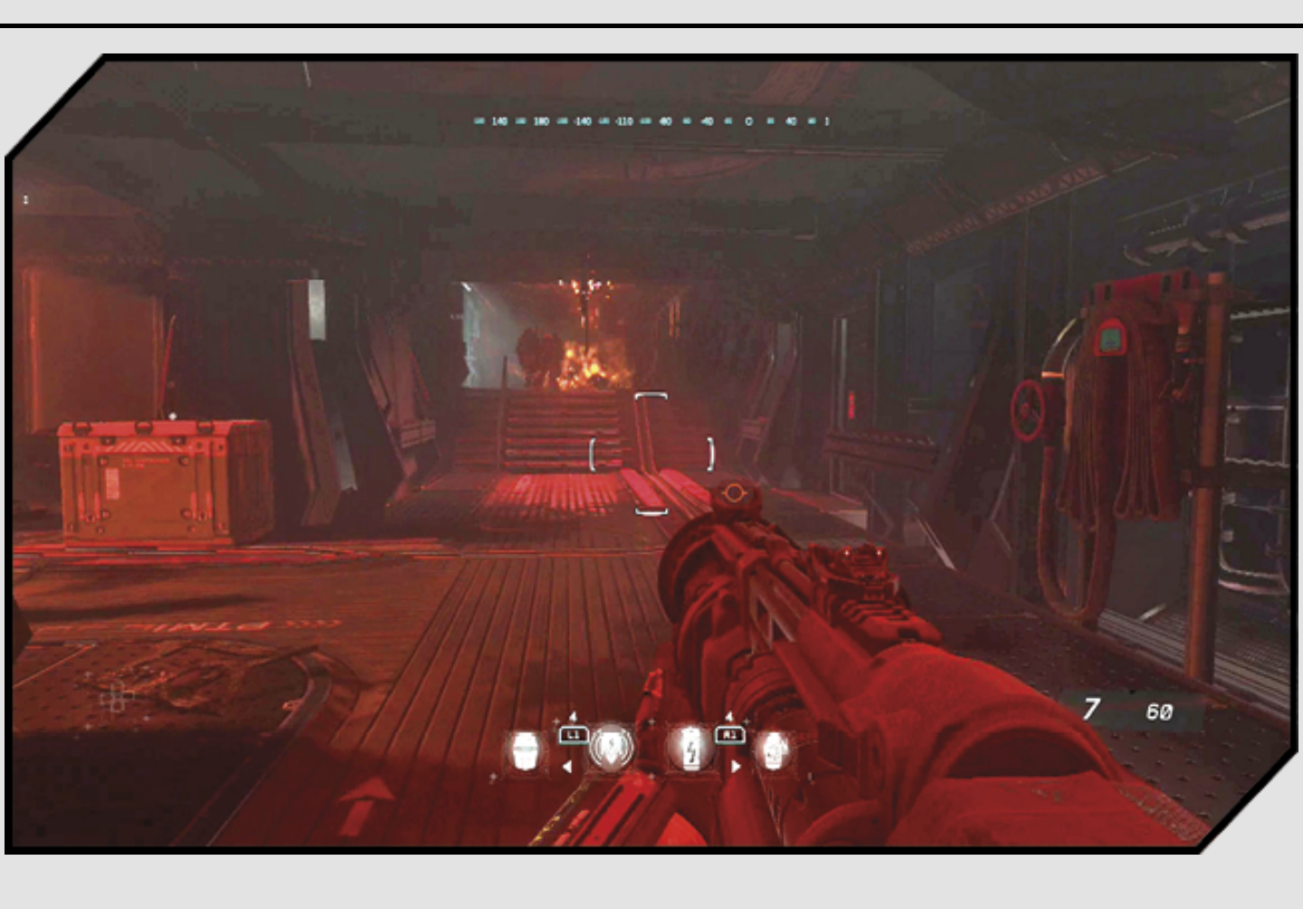
D OBJECTIVE: Access life support.

You are now boots on the ground with Salter and Brooks. Charge down the corridor and take the right path. When the double doors open, blow the explosive container on the second floor directly ahead. This should kill two soldiers taking cover there.



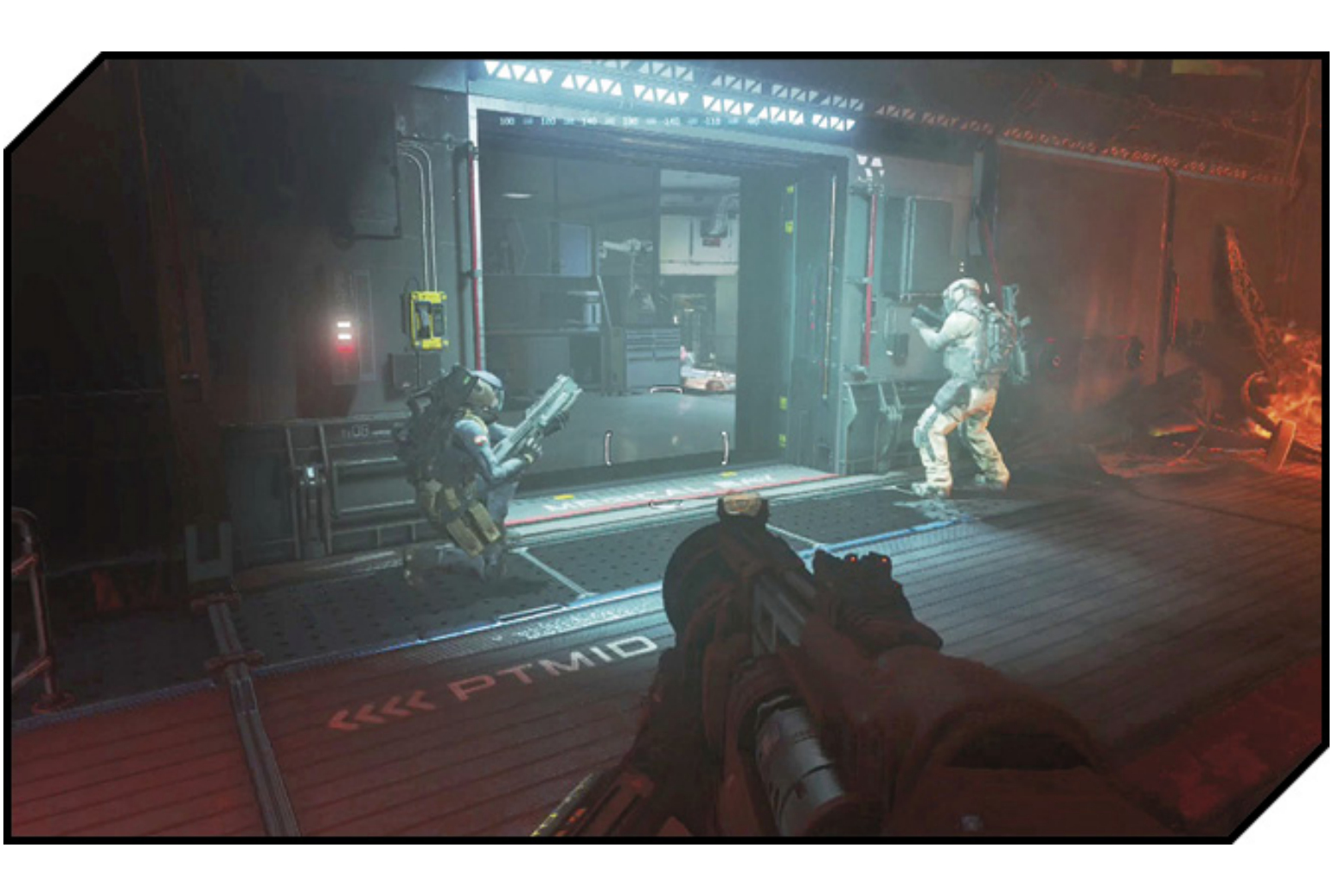
Toss a Lethal Grenade to the right. Several enemies arrive to reinforce that position. When you've killed them, search their bodies for a Banshee Shotgun. (This is one of the first points you can scan this shotgun for your Armory.)

ARMORY

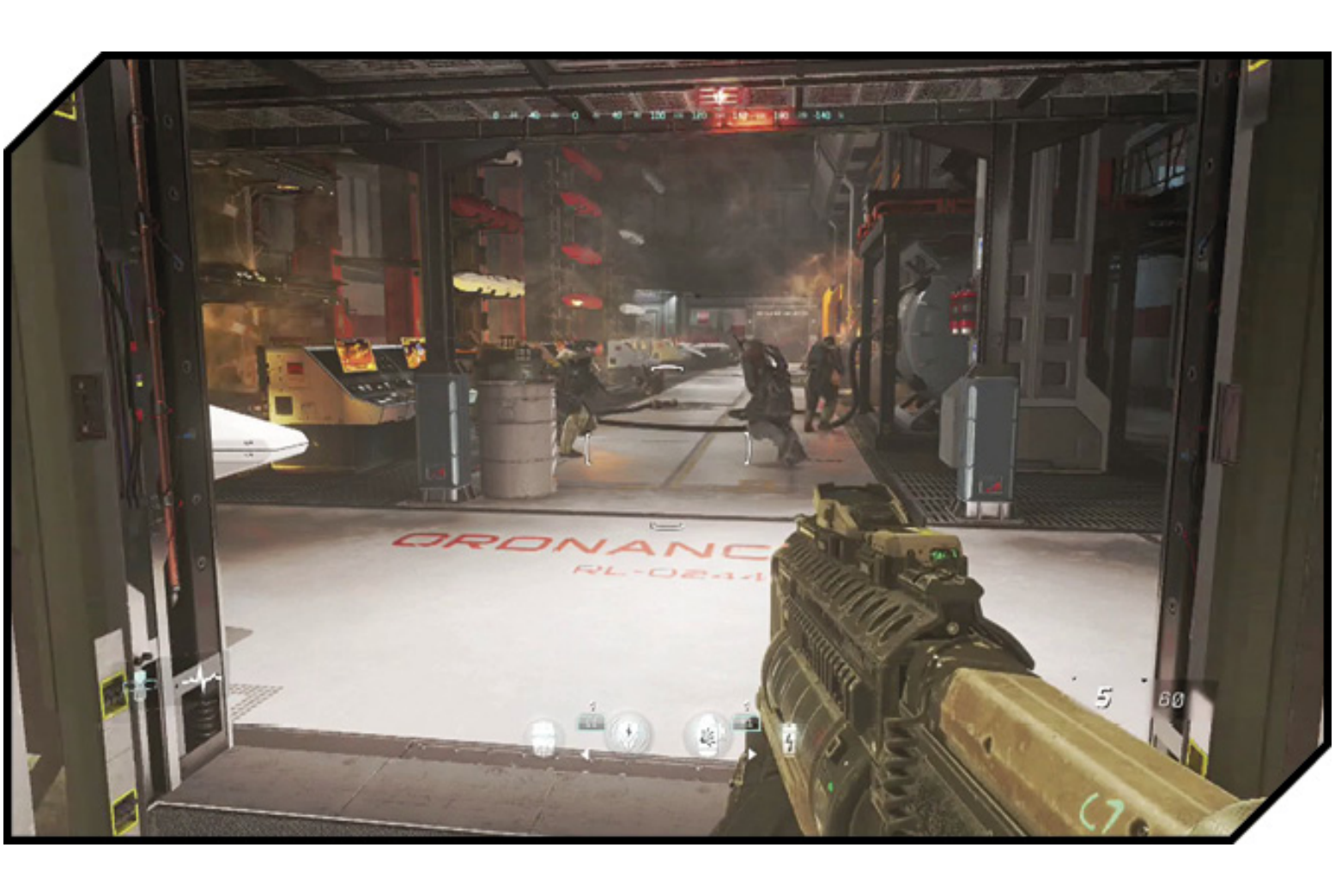


There is an armory in this first hallway on the Hellas. When you see the ammo crate, turn left down the hall. Proximity Hack the door to gain entry. There is an unusual Oni Pistol inside, as well as an upgrade terminal.

Follow your squad to the end of the corridor and enter the lab. The lab is full of enemies. Throw some Lethal Grenades into the room. A well-placed Frag Grenade can clear the entire room.

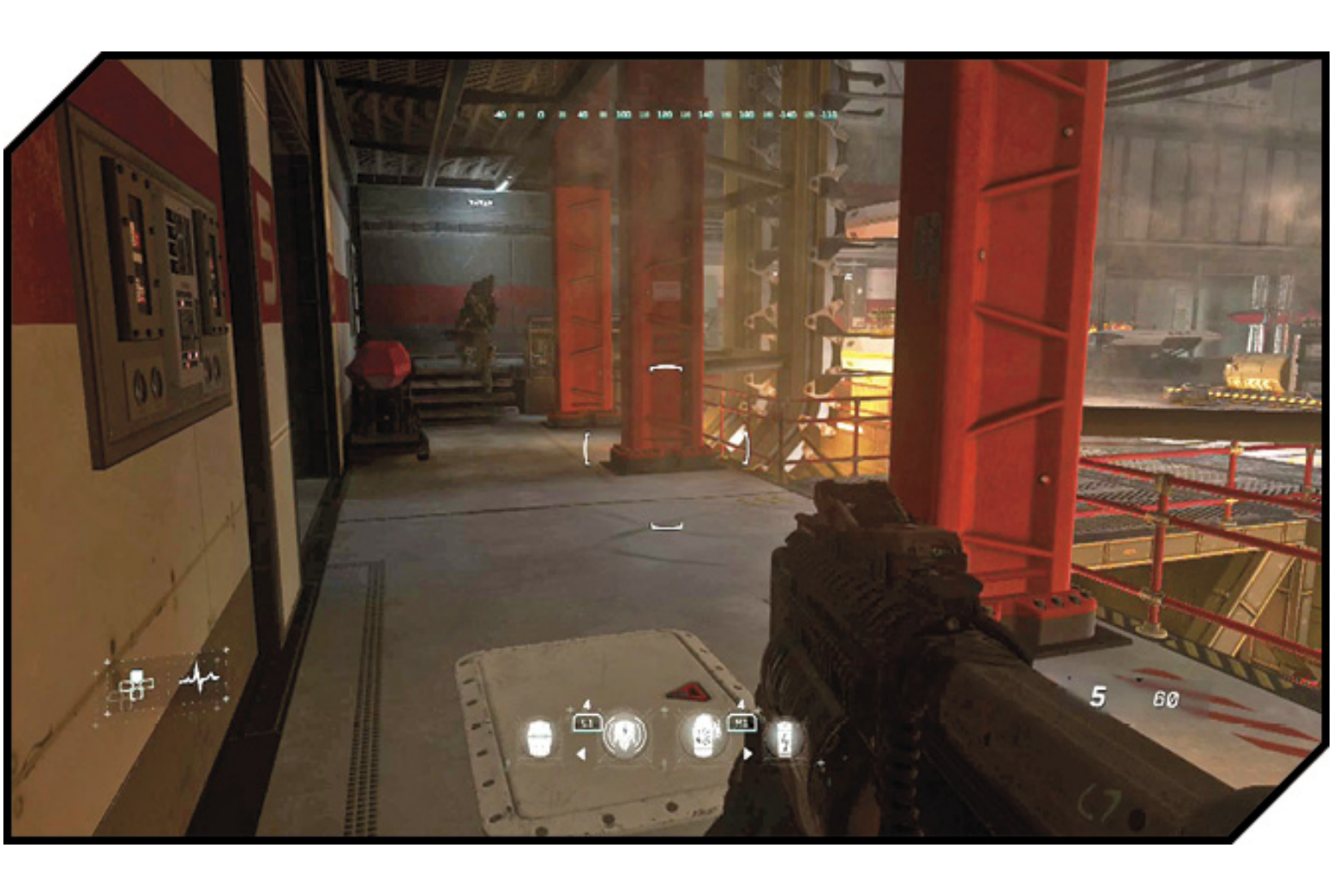


The room is clear, time to access life support on the console. Immediately after you have hacked the life support, several enemies charge into the far end of the room. Use some grenades to soften them up as they enter. Now, you can turn off gravity with the Inventory button. Doing so will temporarily make the enemies helpless and easy to pick off with your automatic weapons.



Killing the gravity lasts for about twenty seconds. When the gravity returns, you must wait about a minute before you can kill it again.

When the room is clear, Salter charges forward to lead the way to the armory. Follow her.



The armory has four enemies inside. Kill the gravity and kill them while they float away.

When you get the all clear, approach the armory at the back of the room.

E OBJECTIVE: Acquire the weapon sample.

When you are ready to fight, start the Proximity Hack by activating the door. Unleash four Seeker-Bots immediately. Take cover behind the low wall in front of the door.

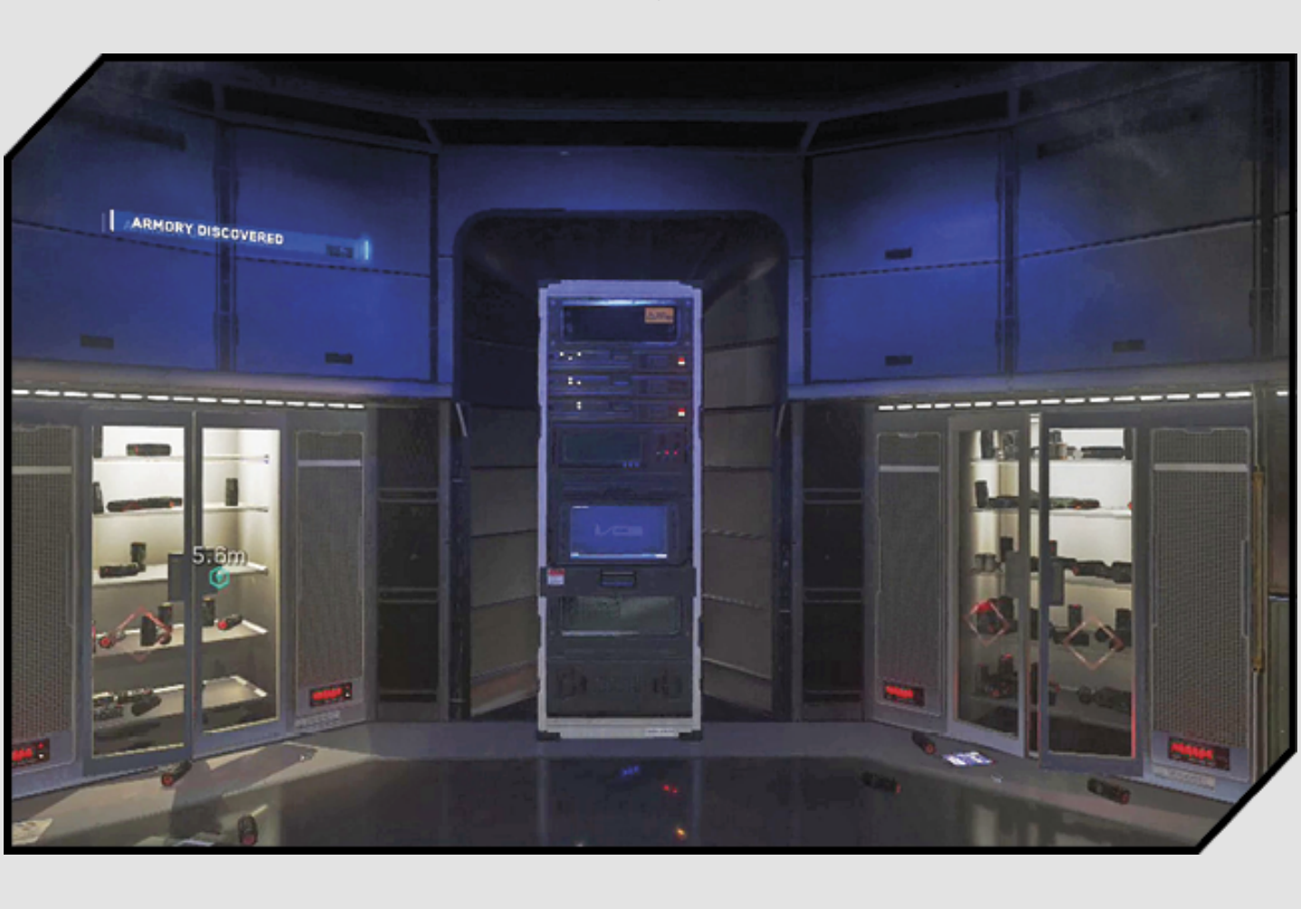
Use Hacking Charges from safety here. If you are out of drones and feeling in danger, kill the gravity. This gives you time to restock your crates and pick off groups of enemies.

The biggest threats here are the rocket launcher soldiers and snipers. These guys tend to hang back in the center of the room, so be sure to concentrate fire there.

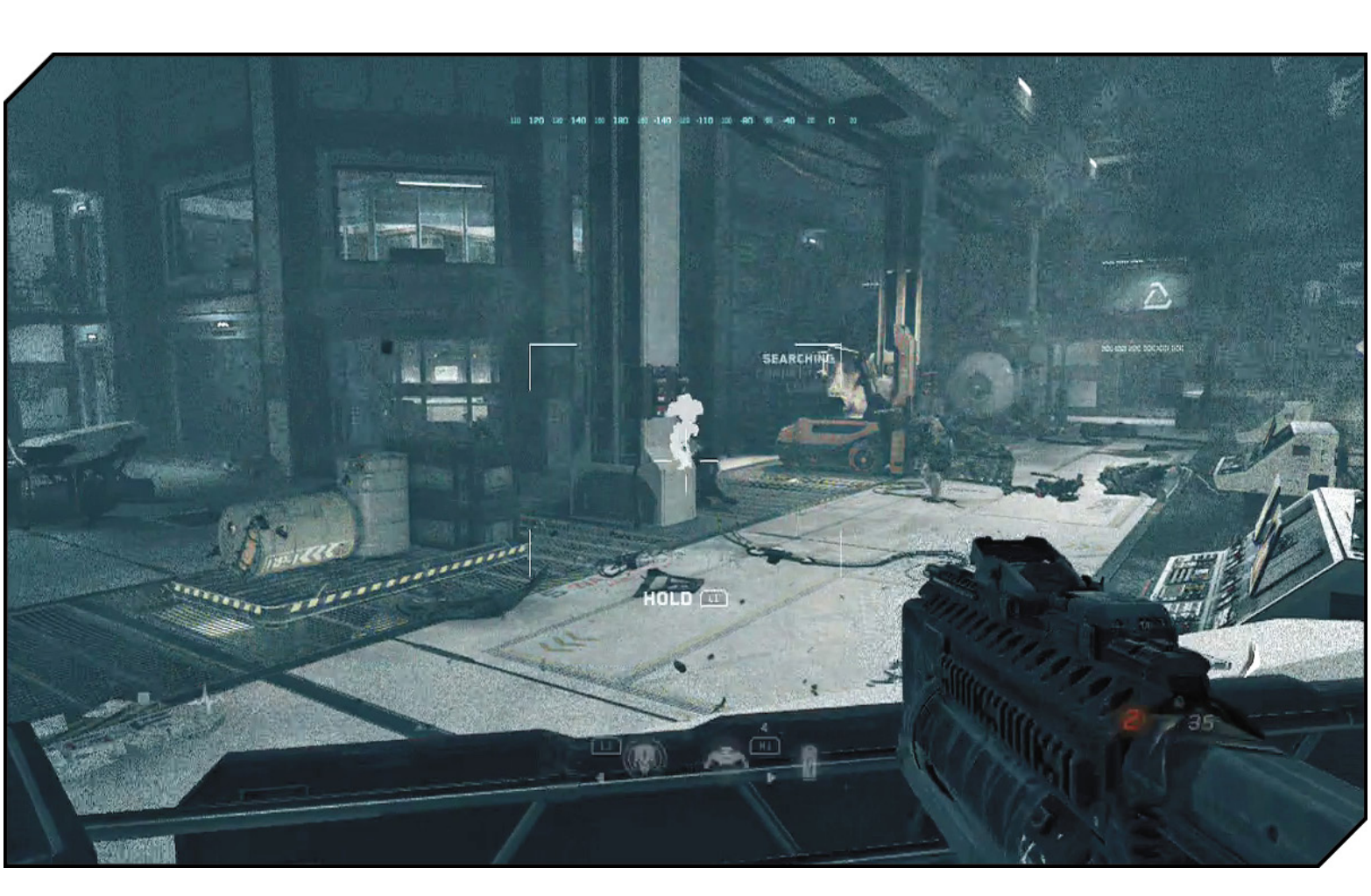
Clear the room before opening the door after the Proximity Hack.

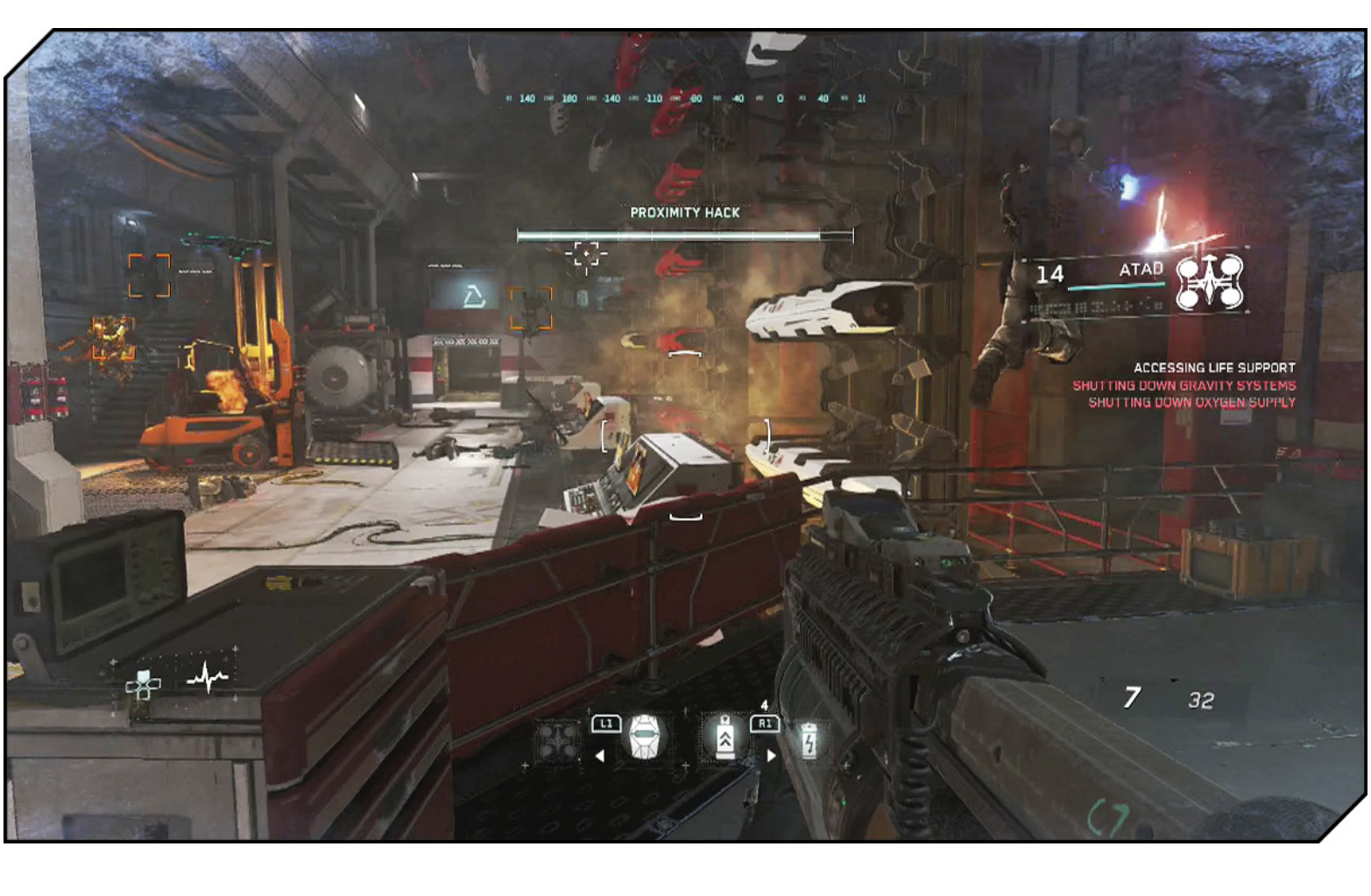
ARMORY

The weapon sample is in the closet on the left. There is an upgrade station in here, as well.

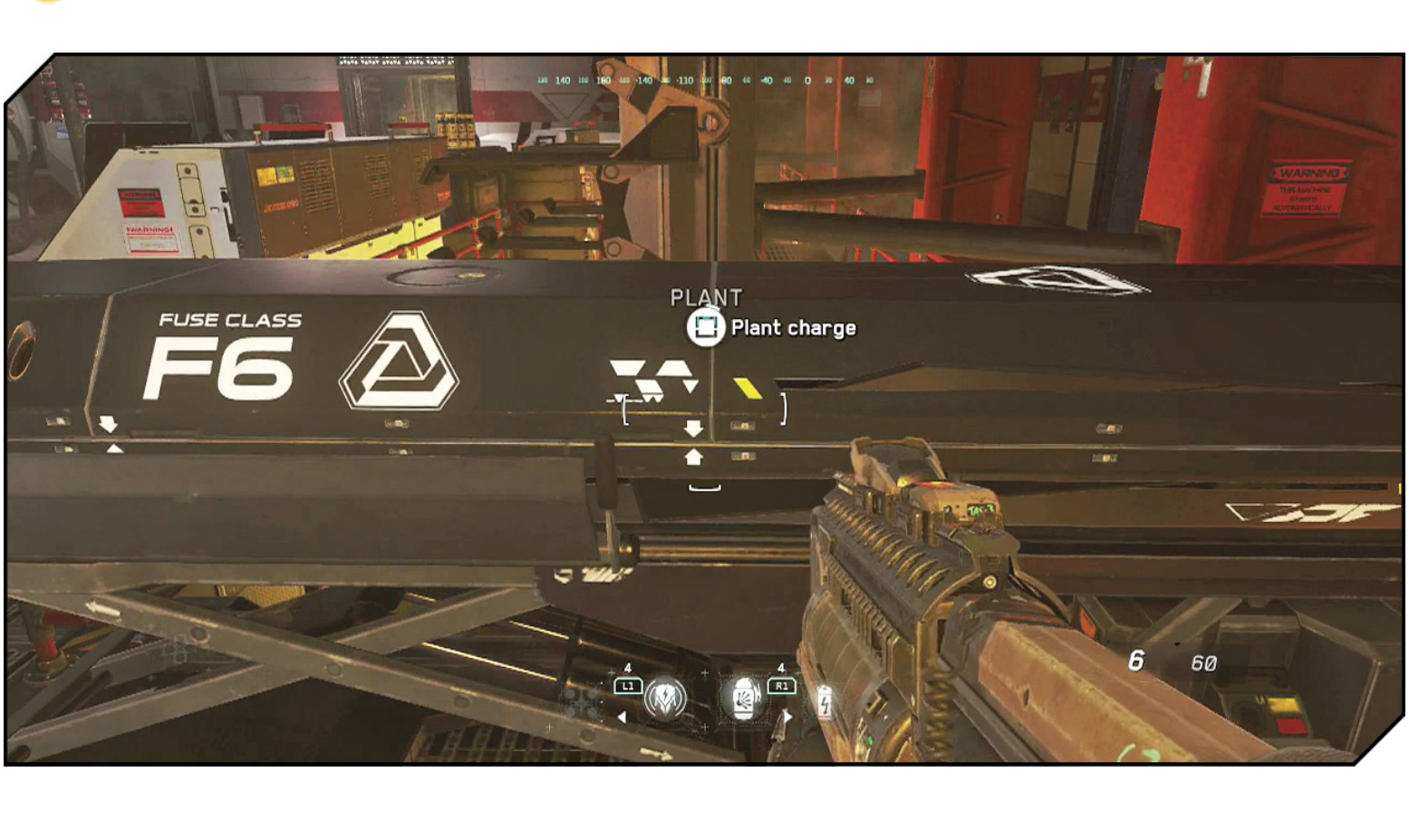


Once you start the hack, a huge squad flies into the room. Luckily, there are a ton of ammo crates here to help you in the defense. Grab the drones and immediately deploy them. For this fight, the Hacking Charges are most useful, buying you time and the ability to kill massive numbers of enemies with each use.





F OBJECTIVE: Plant charges.

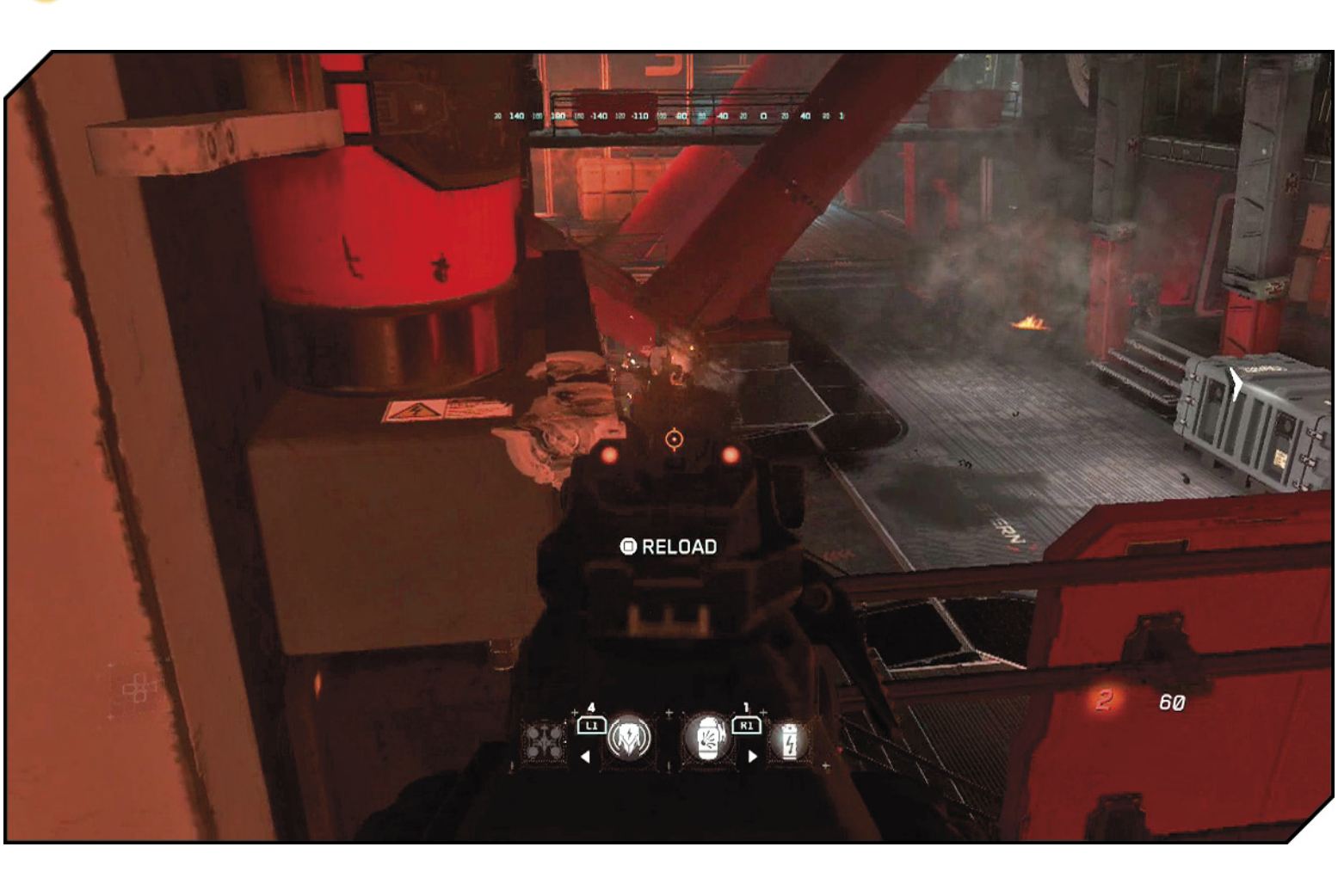


Now that you have the sample, you must blow up the munitions that have been armed with this new chemical weapon. The charges go on the two missiles in this room: one black, and one red. Before you leave, find an energy weapon among the corpses. (The ERAD works.)

LIFE SUPPORT HACK

Unfortunately, after you hack the door, you lose access to the Life Support hack, and you won't be able to use it to help in your escape.

G OBJECTIVE: Return to Jackal.



With the charges planted, it's time to jet out. Charge through the flaming corridor. This exits back to another large room. Watch out; there's a C8 in here. Use your grenades to slow down the C8, and peek out with your energy weapon to hit its openings.

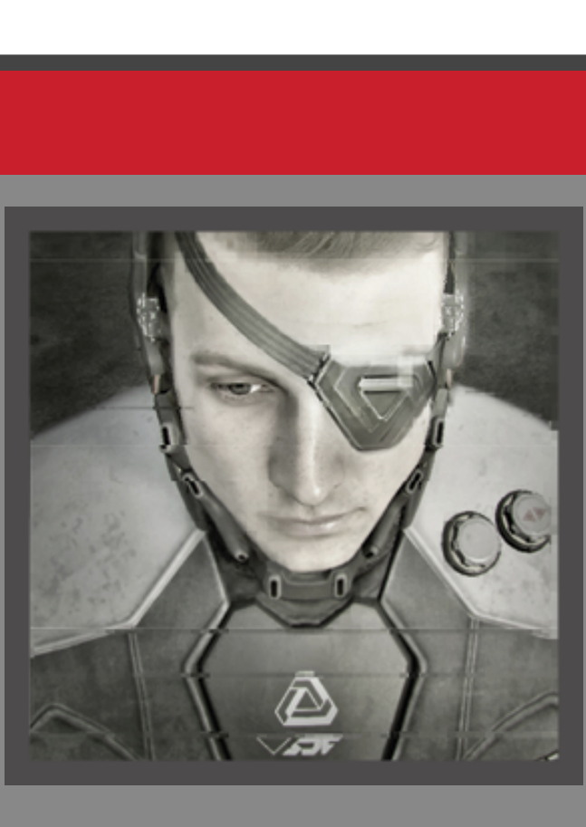
Brooks and Salter provide a good distraction for the C8 that makes getting around and behind it easy. This is the last fight of the level, so be sure to use up any equipment you have left.

The C8 isn't alone. Be sure to take out the two SDF Marines that are with him before they can affect your escape.

When you've cleared the room, follow Brooks through the door. Sprint ahead to your Jackal. Hit Activate on the side of the ship to escape.

Blowing the ship automatically kills one more Most Wanted enemy: Vice Admiral Vlad Derhachov.

MOST WANTED

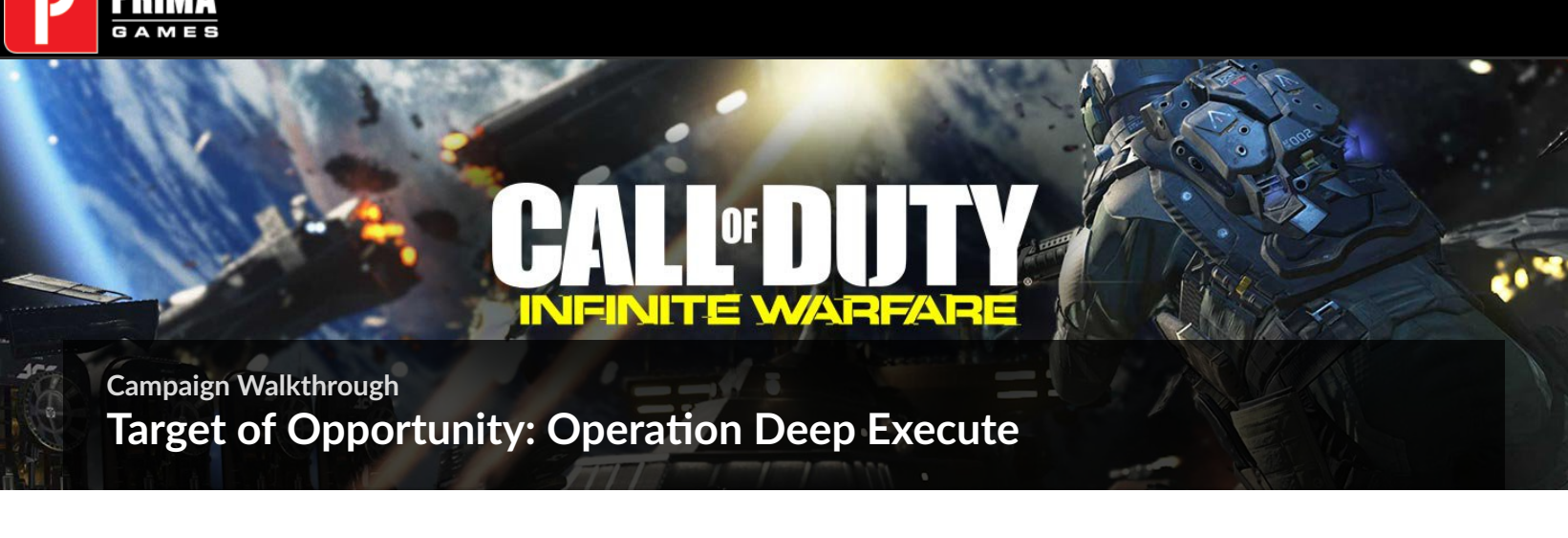


Name: VADM Vlad Derhachov

Vessel: SDS Hellas

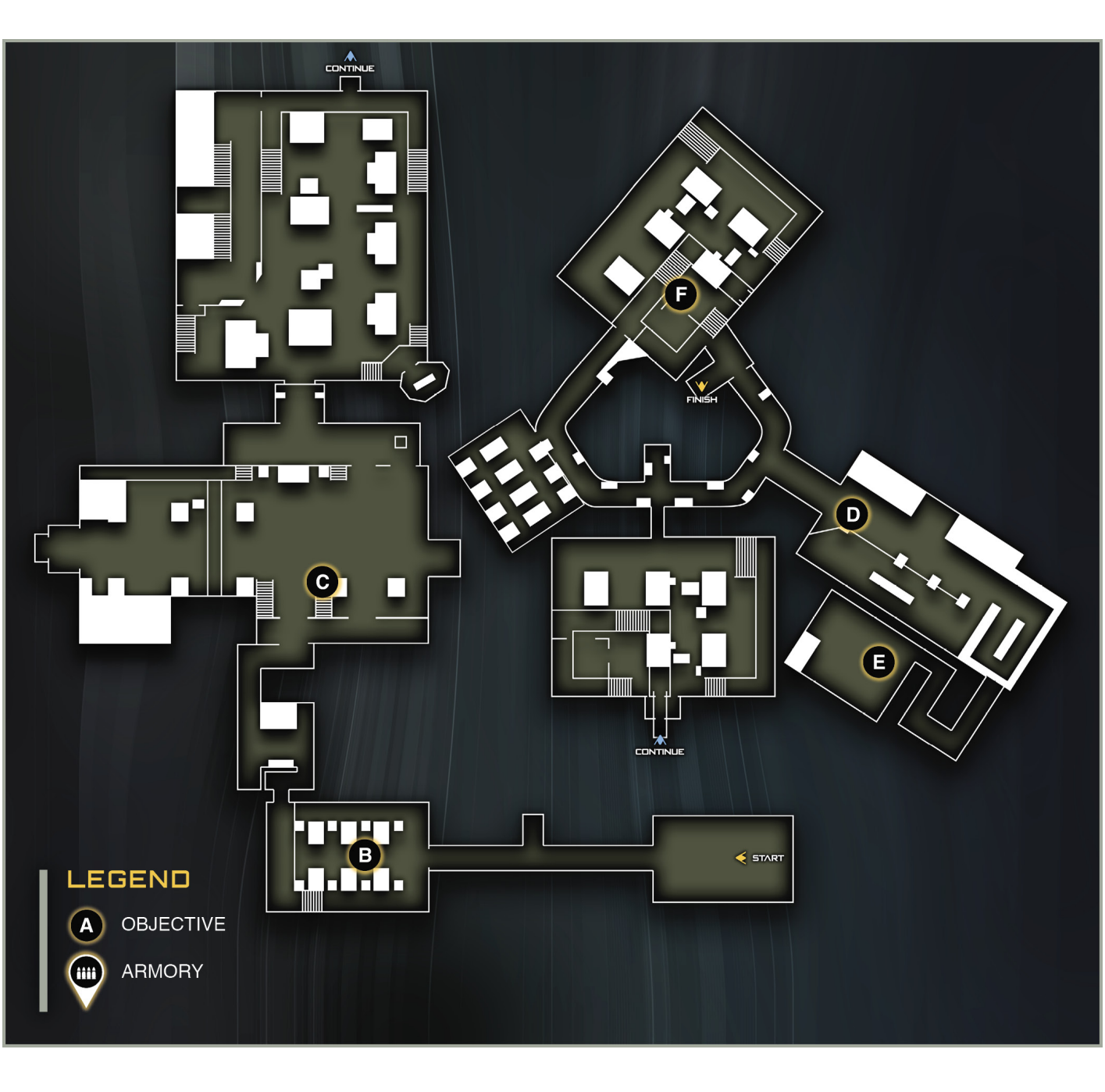
Bio: Mars-born Vice Admiral Derhachov was appointed protector of the Bontery and Morovia settlement territories after serving as commandant of Intracore, the SDF secret police.

Location: Commander of the SDS Hellas.



Campaign Walkthrough

Target of Opportunity: Operation Deep Execute



Location: Pluto Cluster

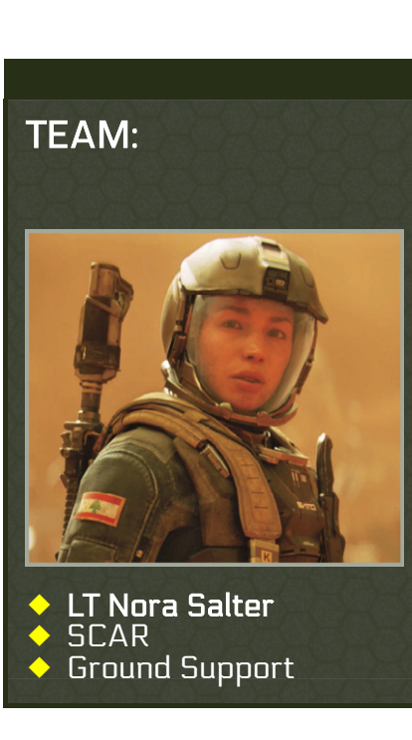
Target: SetDef Destroyer Icarius

Mission Summary: Take out three SDF high-ranking officers.

Mission Description: We have received intel that SDF leadership is gathering to discuss the war. We see an opportunity for a covert strike to cut the head off the snake.

Unlockable Perk: Fast Regen

TEAM:



- **LT Nora Salter**
- SCAR
- Ground Support

GRIFF'S RECOMMENDED LOADOUT:

WEAPONRY

- **Primary:** NV4

- **Secondary:** FHR40

TACTICAL

- Retractable Shield

- Hacking Device

LETHAL

- EMP Grenade

- Anti-Gravity Grenade

ADDITIONAL ADVICE

Your weapons loadout doesn't matter because you will be changing them out before directly engaging any enemies. The Hacking Device is not very useful on this mission, as there are no drones. In the same vein, switch out the EMP Grenade for Frags or Seekers.

OPERATION DEEP EXECUTE

Complete Operation Deep Execute on any difficulty to earn this Achievement/Trophy.

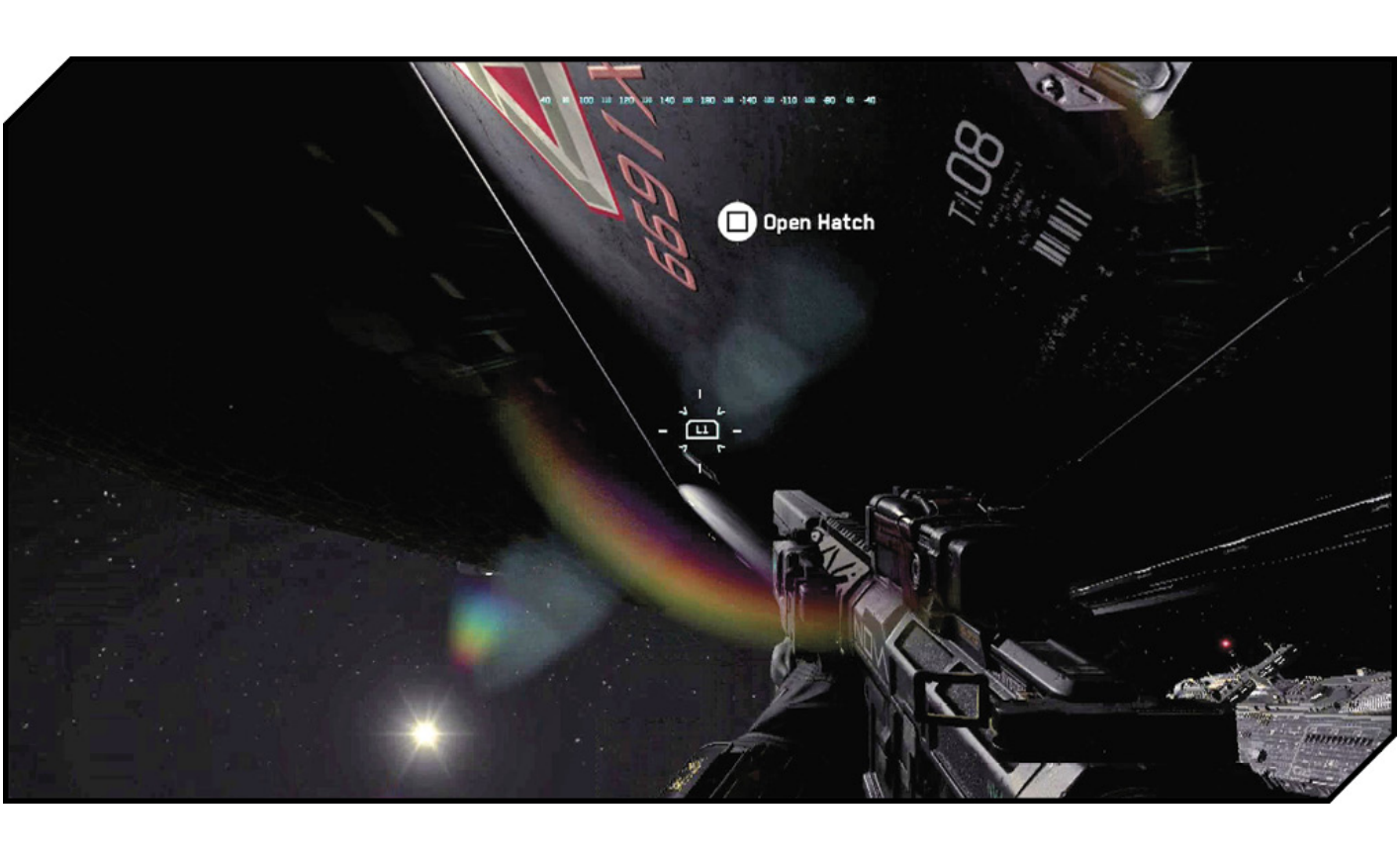
You start this mission with Salter in deep space. You are waiting for the SetDef ships to arrive so you can sneak aboard. Unfortunately, the arrival is taking longer than expected, and your suits are running low on oxygen.

Just when it's looking like a busted mission, the SDF cruisers arrive.

A OBJECTIVE: Enter SDF Destroyer Icaria.

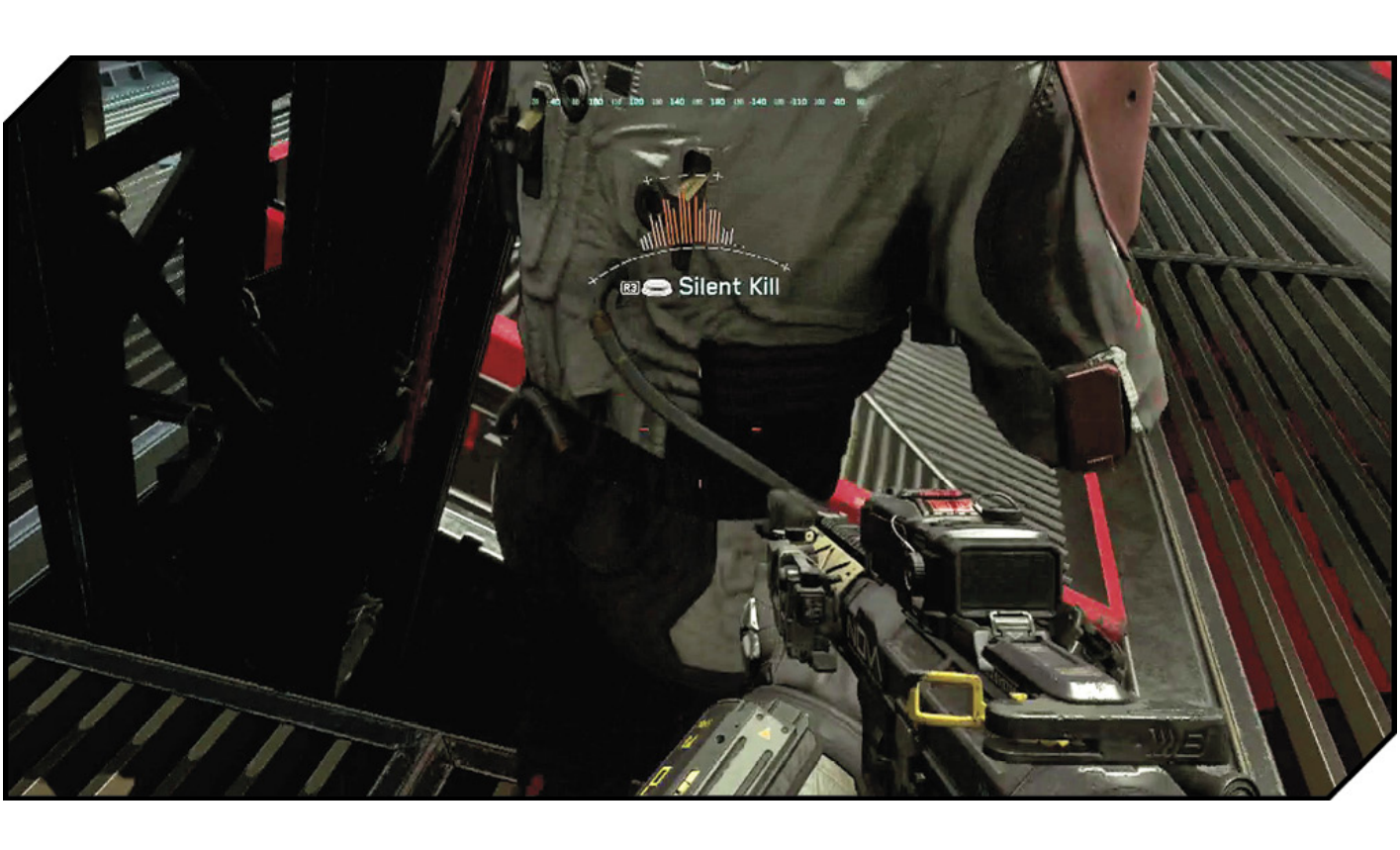
Your target is the Icaria, the ship directly overhead. Wait for the objective marker to pop, and then fly towards it.

Hit the Activate button to open the indicated hatch. Follow Salter through the maintenance hatch.



B OBJECTIVE: Acquire SDF disguise.

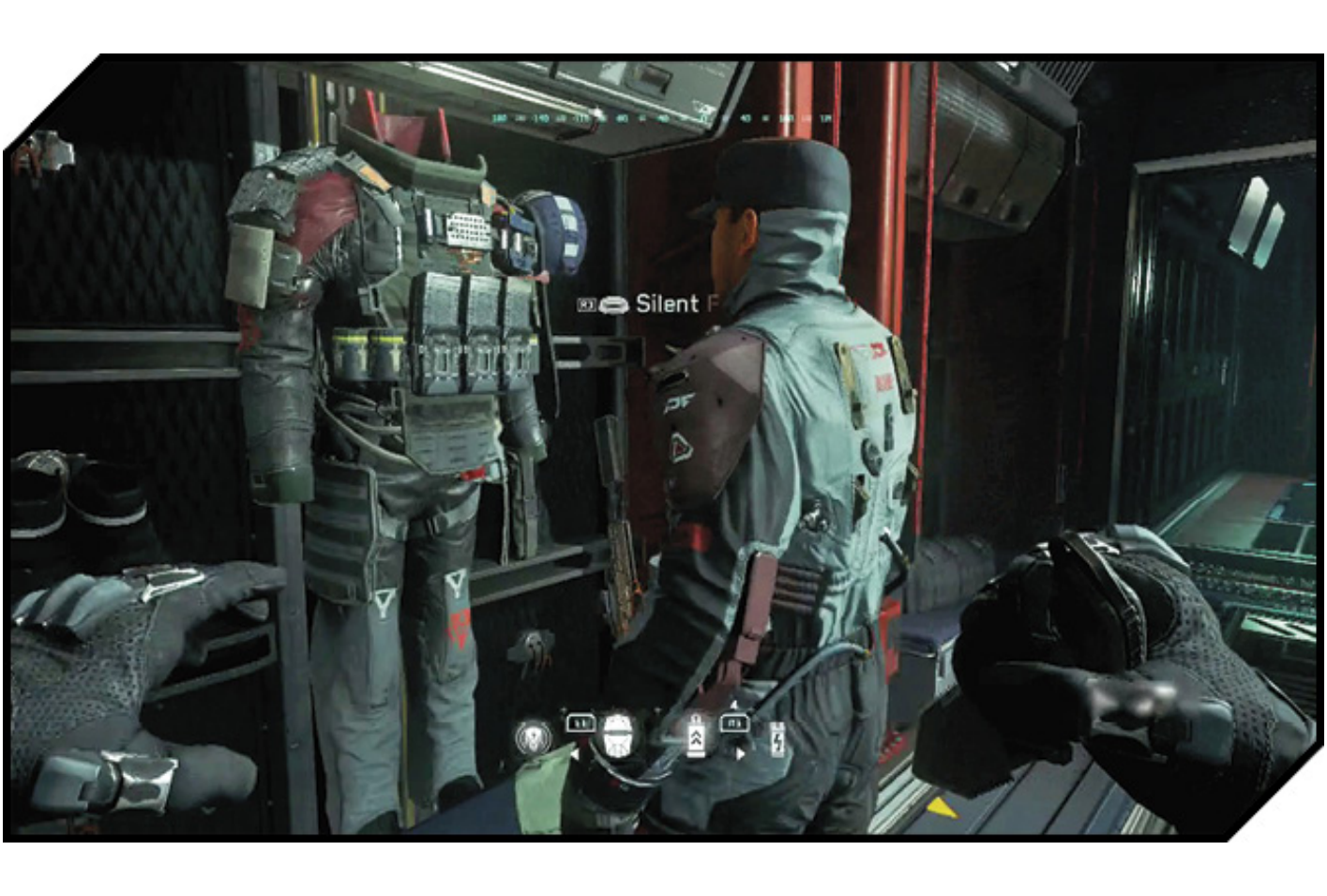
Peek through the door; you can see an enemy with his back to you. Push forward to open the door quietly. (Don't kick the door.) Now, crouch and approach the enemy. When you see the Silent Kill indicator on your HUD, execute a melee attack to silently kill him.



AN ASSASSIN'S DUTY

This is an assassination mission and requires extreme stealth. You actually don't need to kill anyone in the first half of this mission. For some more detailed tips on stealth, check out the Gameplay Basics section.

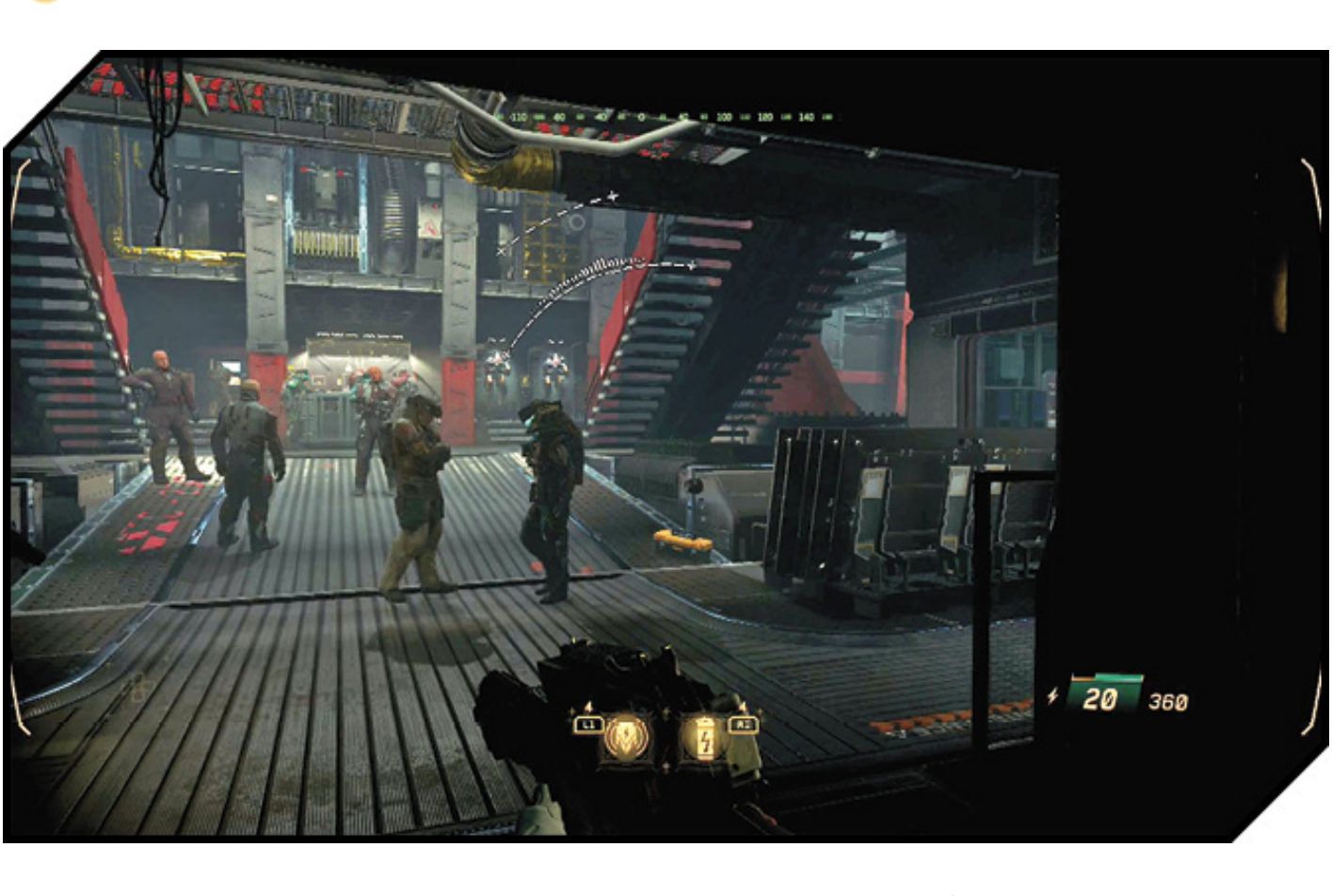
Climb the ramp and up the ladder to the hatch with the objective indicator. Activate the hatch.



When you get up top, move forward and melee-kill the enemy in front of the beds. The barracks has two more enemies, but they both have their backs to you. Silent Kill these enemies as well.

Hit Activate on the uniform in front of the last guy you killed. You are now disguised as a SDF guard!

C OBJECTIVE: Acquire Tech Officer credentials.



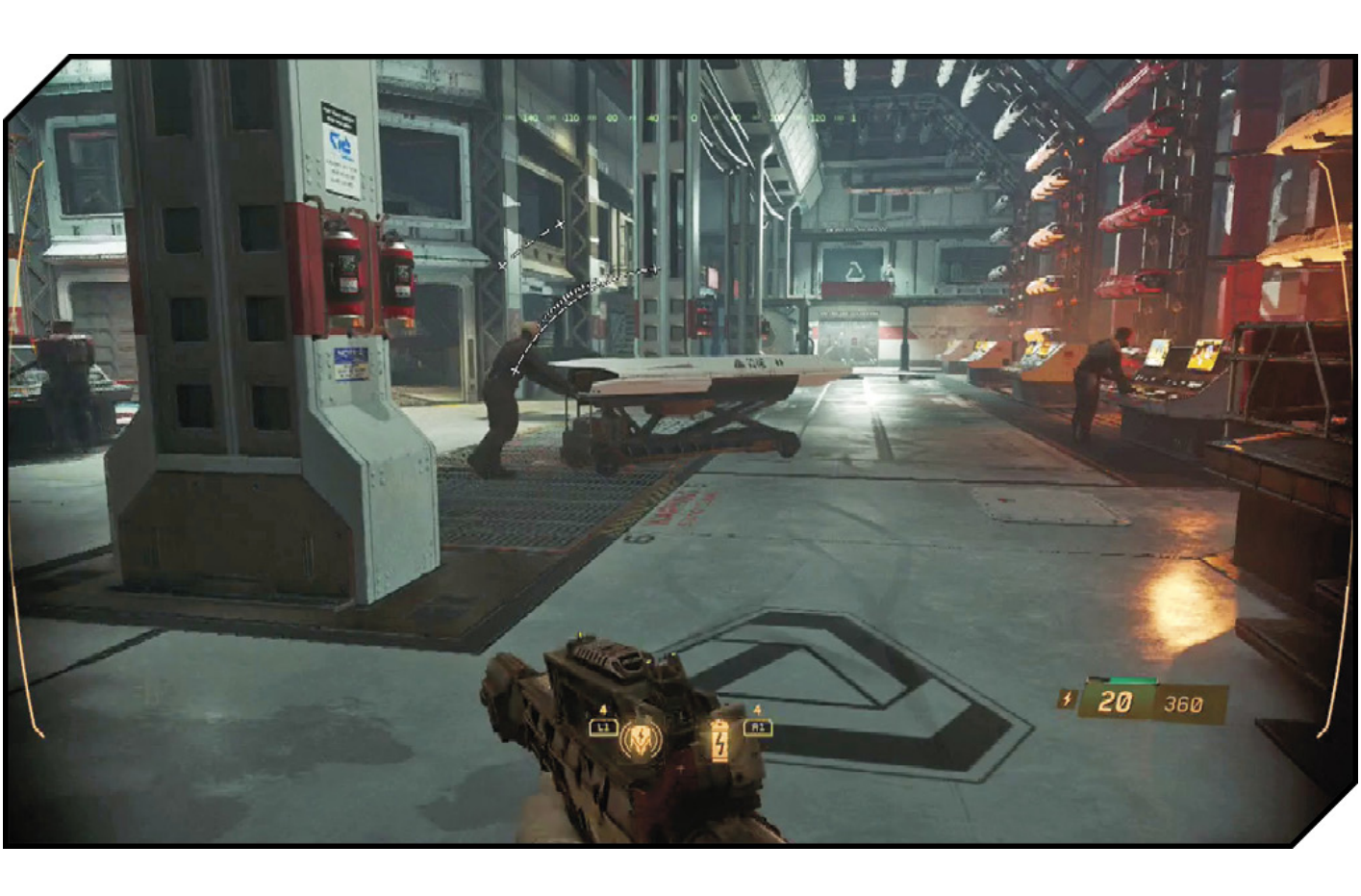
Wait for Salter to open the door out into the main area. Since you have a uniform, you won't be detected unless you get too close to one of the other SDF. Avoid detection by quickly moving through the ship. If you stop moving, always make sure you are away from SDF patrols to avoid being detected.

If the stealth meter starts getting too hot, just back away from whomever is setting the meter off.

FAILING STEALTH

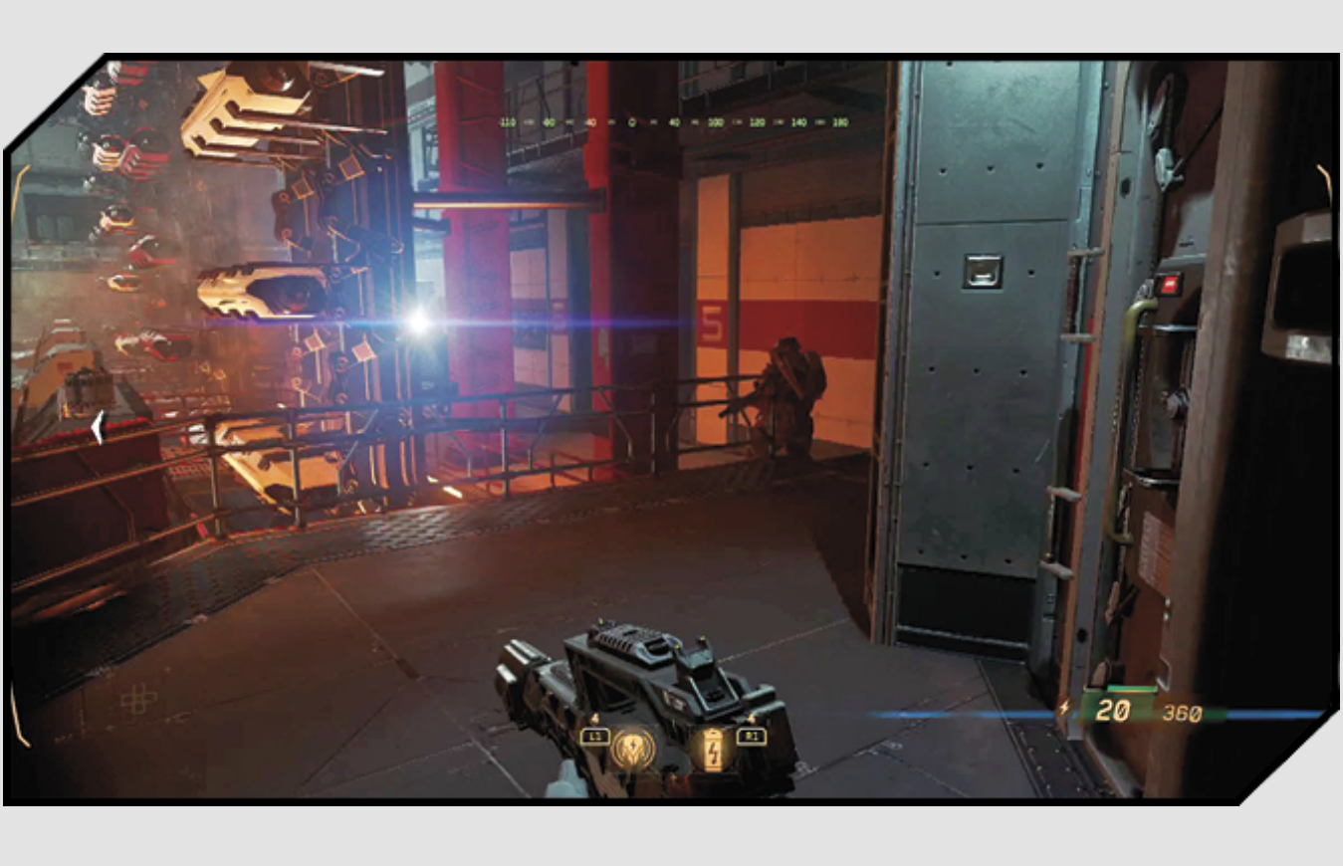
If you accidently break your cover, all of the enemies in the area will immediately turn their guns on you. This is most certainly instant death.

Move quickly through the first room into a larger second room. You will see the Technical Officer highlighted in your HUD. Move through this room, avoiding the guards' line of sight.

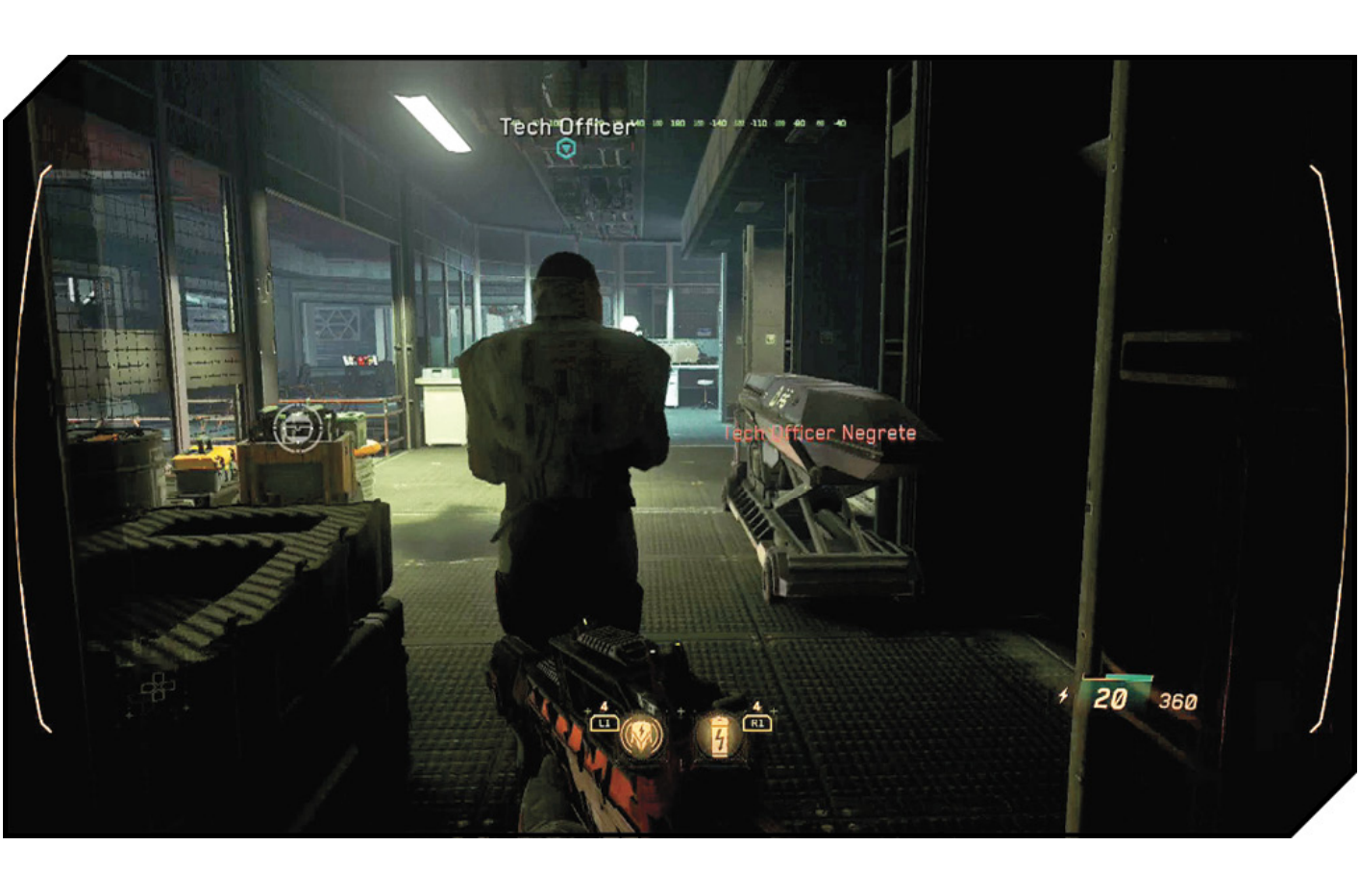


ARMORY

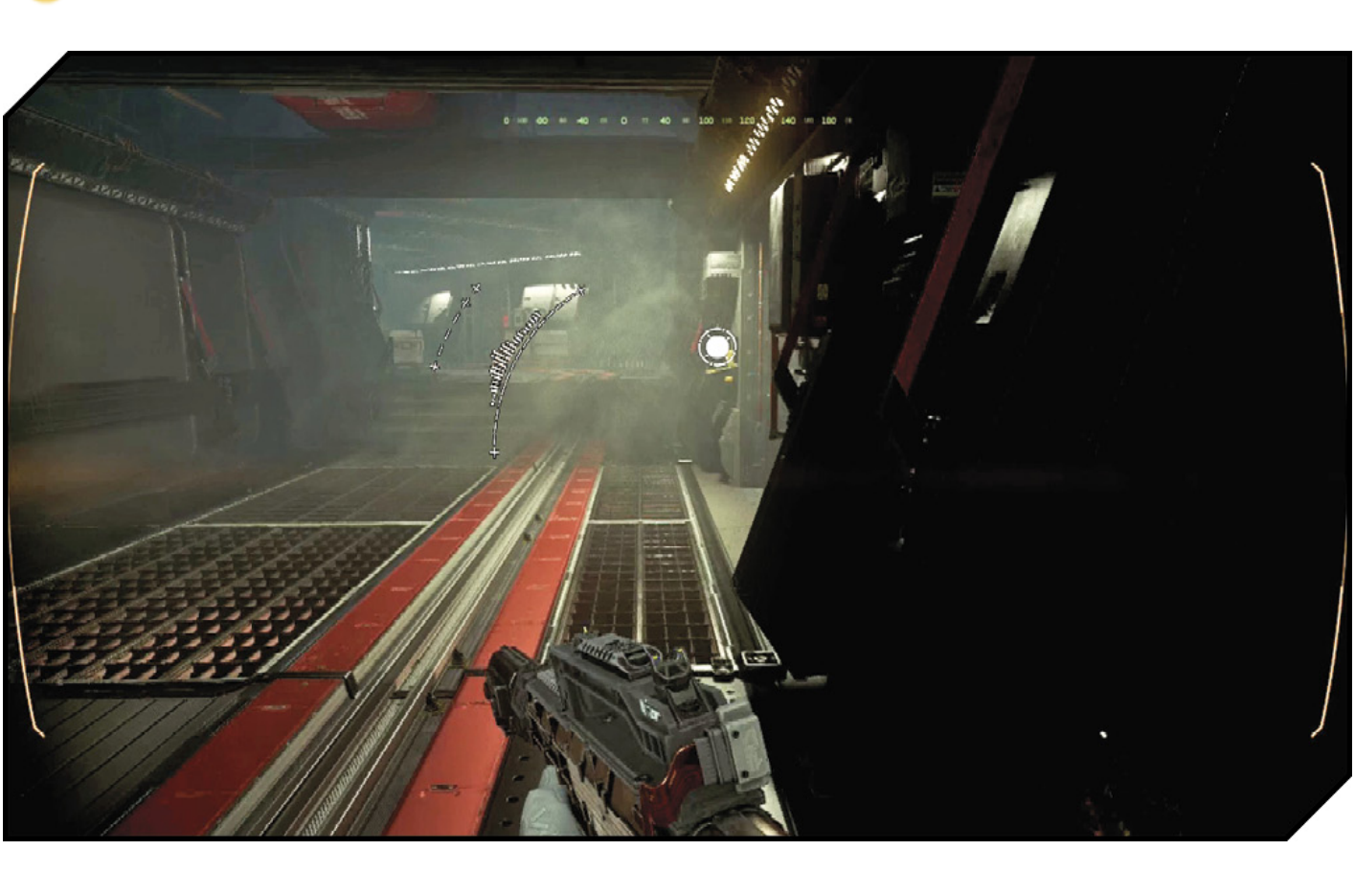
Before pursuing the Technical Officer, look for this armory in the near right corner of the large room. Open it with a Proximity Hack. It grants access to the unique Eraser weapon. Additionally, there is an upgrade terminal.



A good route to get up to the officer is to take the far right catwalk. There is one guard who patrols there, but he's easy to run past before he can get a good look at you. Wait for the Technical Officer to go into the back room and begin working on the crates there. When he is alone, silent-kill him and use Activate to acquire his credentials.



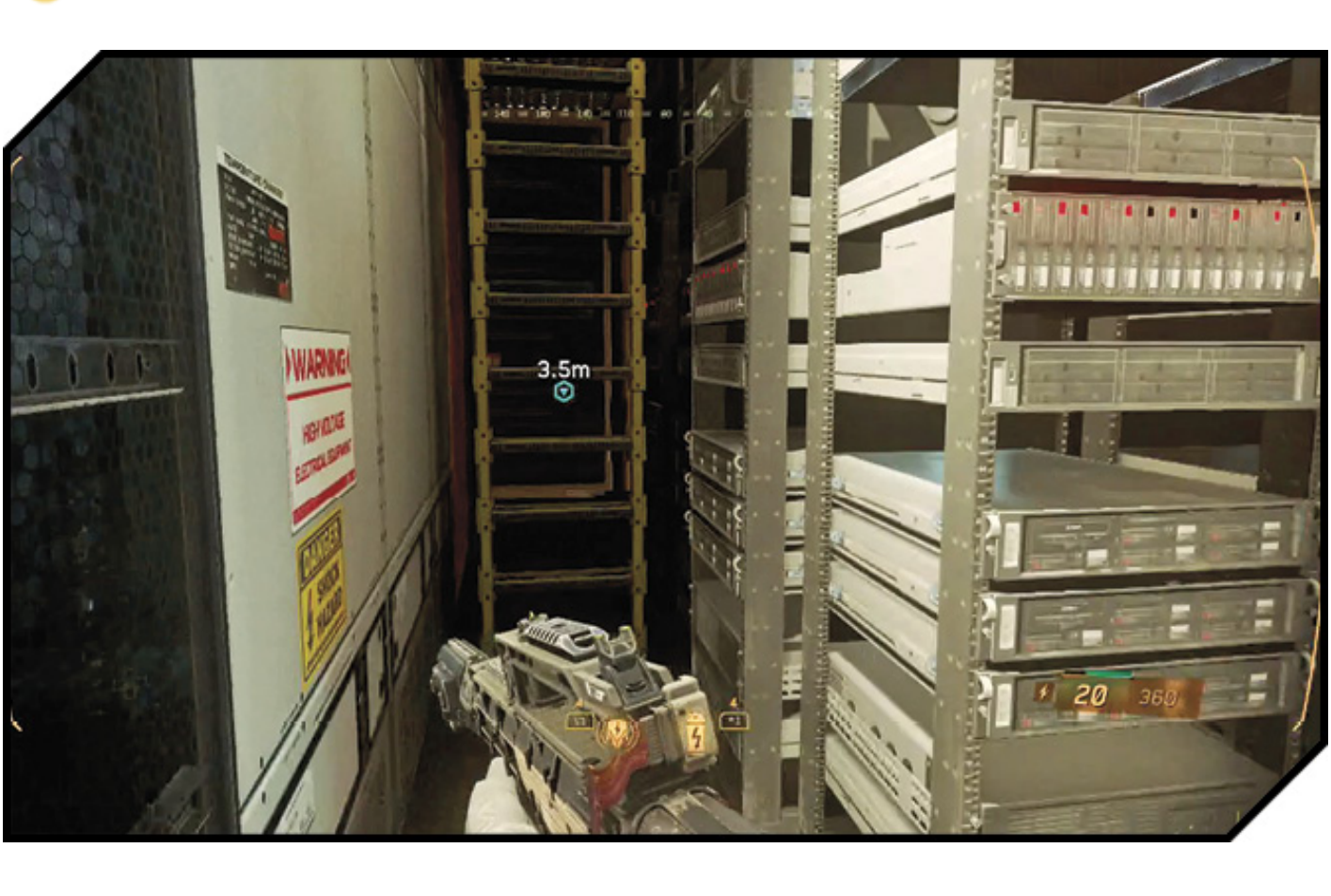
D OBJECTIVE: Gain access to conference center.



Now you need to make it to the conference center undetected. Jump down to the lower area and follow the objective indicators into the third room. There are a lot of patrolling guards in here. Don't linger too long in front of any of them and quickly move up the stairs, following the blue indicators.

This leads back into another corridor. Move down the corridor and Activate the ID plate.

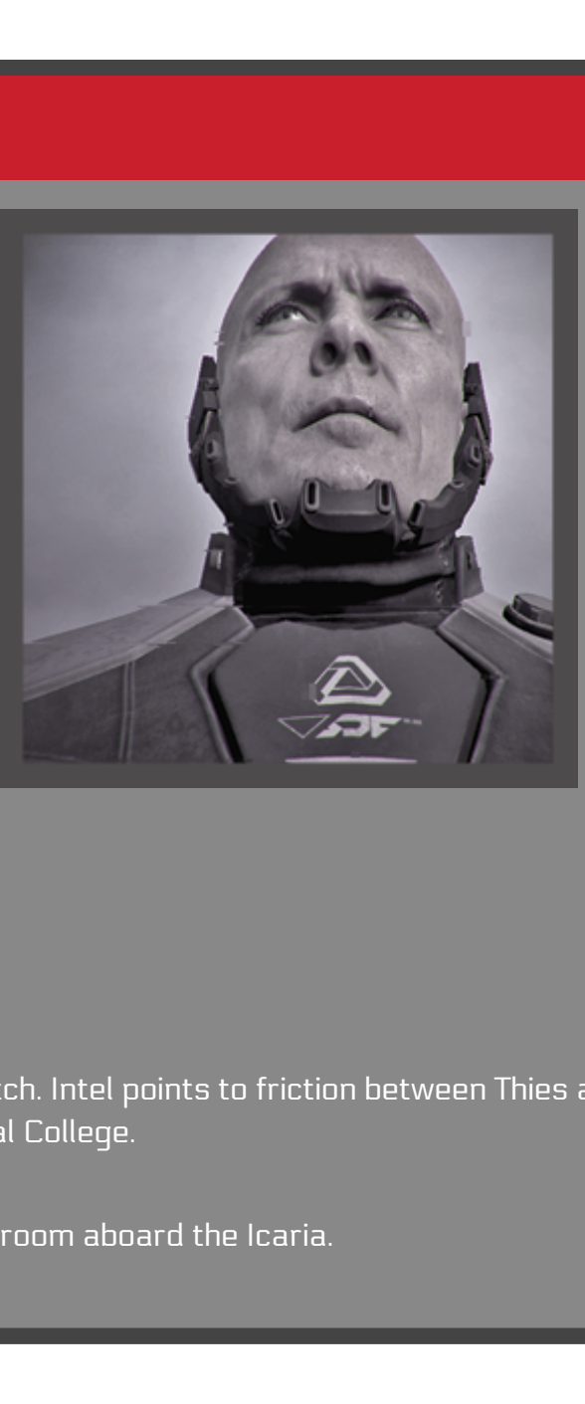
E OBJECTIVE: Eliminate SDF leadership council by shutting down Life Support.



After passing through the security door, you find yourself in a conference area. Move quickly through the area; avoid getting too much attention from the patrolling guard. At the back of the room there is a yellow ladder that leads up to the Life Support access.

Climb the ladder. Look for the hatch that leads into Life Support.

MOST WANTED



Name: VADM Caleb Thies

Vessel: SDS Icarius

Bio: A peer of Admiral Kotch. Intel points to friction between Thies and Kotch, as they were identified as rivals in Naval College.

Location: In a conference room aboard the Icaria.

MOST WANTED

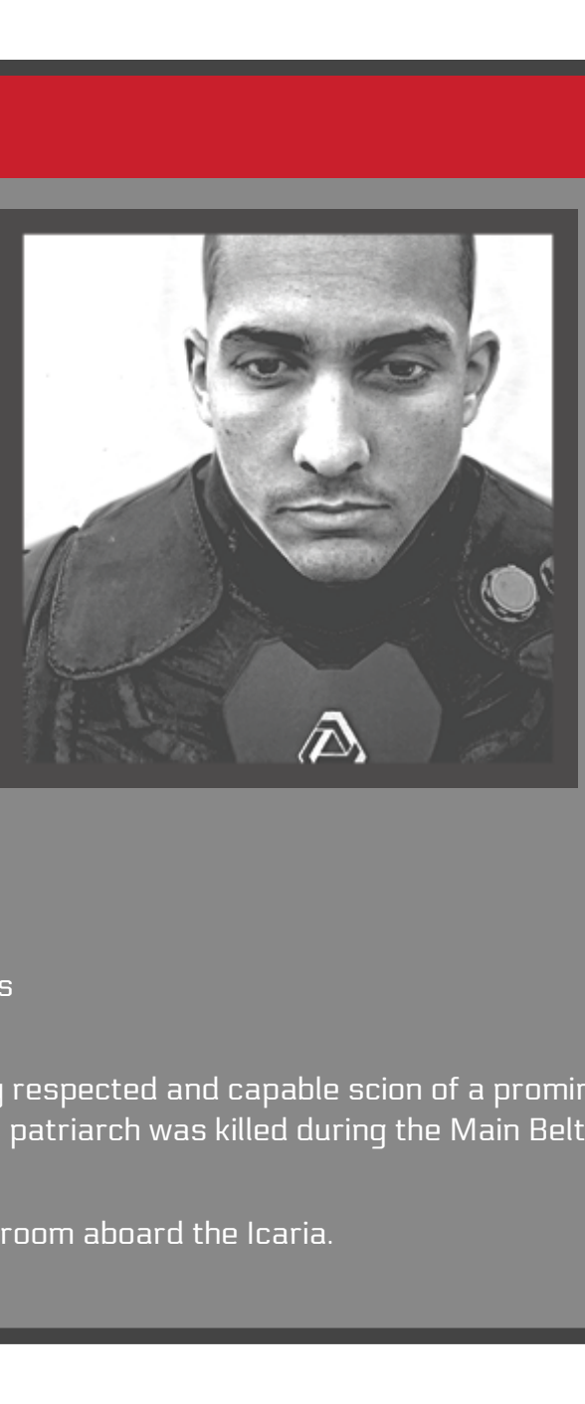
Name: CPT Oren Emin

Vessel: SDS Nerio

Bio: Fought against SATO on Titan in the Secession Wars. Awarded the SDF Iron Cross for his service on Triton, a battle distinguished by its high UNSA casualty count.

Location: In a conference room aboard the Icaria.

MOST WANTED



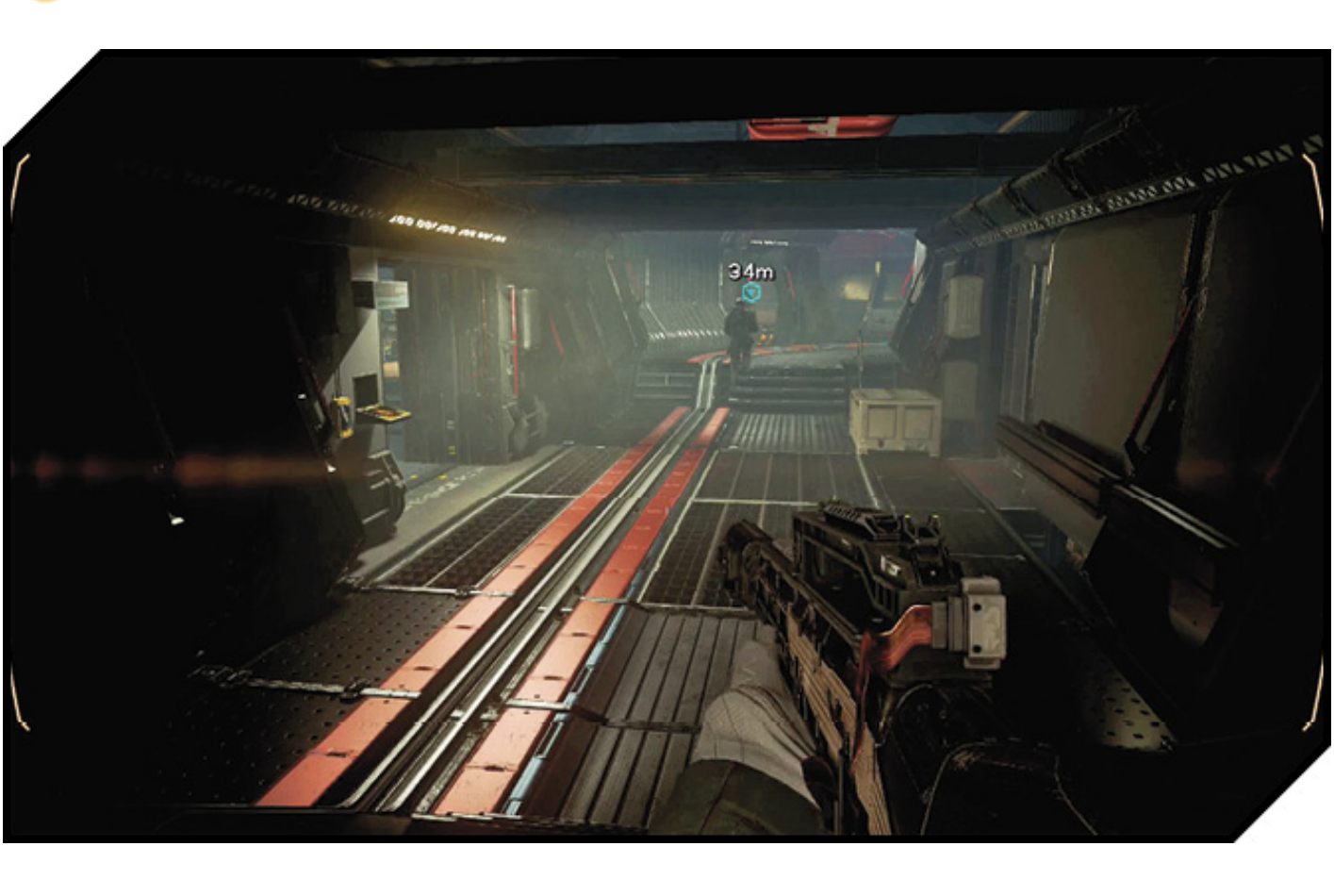
Name: CPT Khosi Siyada

Vessel: SDS Pavonis Mons

Bio: CPT Siyada is a highly respected and capable scion of a prominent settlement leader in the Battle for Deimos. His patriarch was killed during the Main Belt skirmishes.

Location: In a conference room aboard the Icaria.

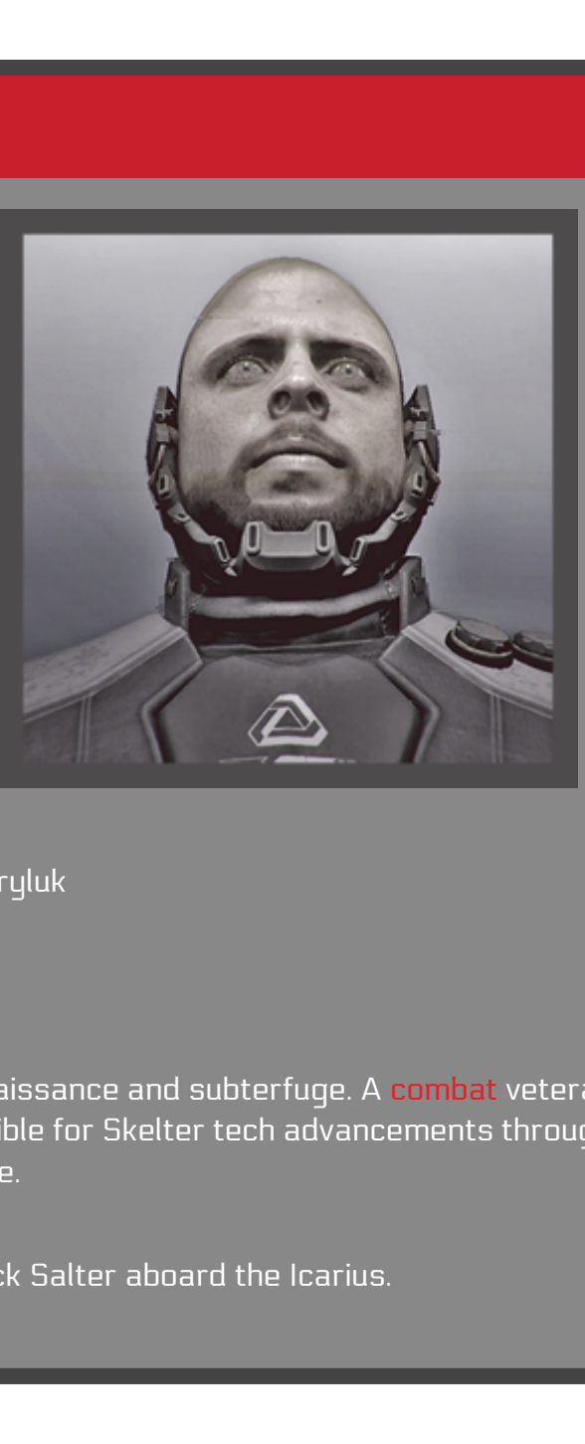
F OBJECTIVE: Escape with Salter.



Quickly move down the ladder and back out the way you came. (Take the left path to avoid notice.) The guards all ignore you as the ship's crew goes into a frenzy. When you get to the vertical room with the stairs, look for an officer. This is another Most Wanted target. Follow him out to the beginning area.

As you rush down the corridor, Reyes will warn Salter of his approach. When the SDF get behind cover, open up with your weapon. The time for stealth is over.

MOST WANTED



Name: LTJG Andrew Hawryluk

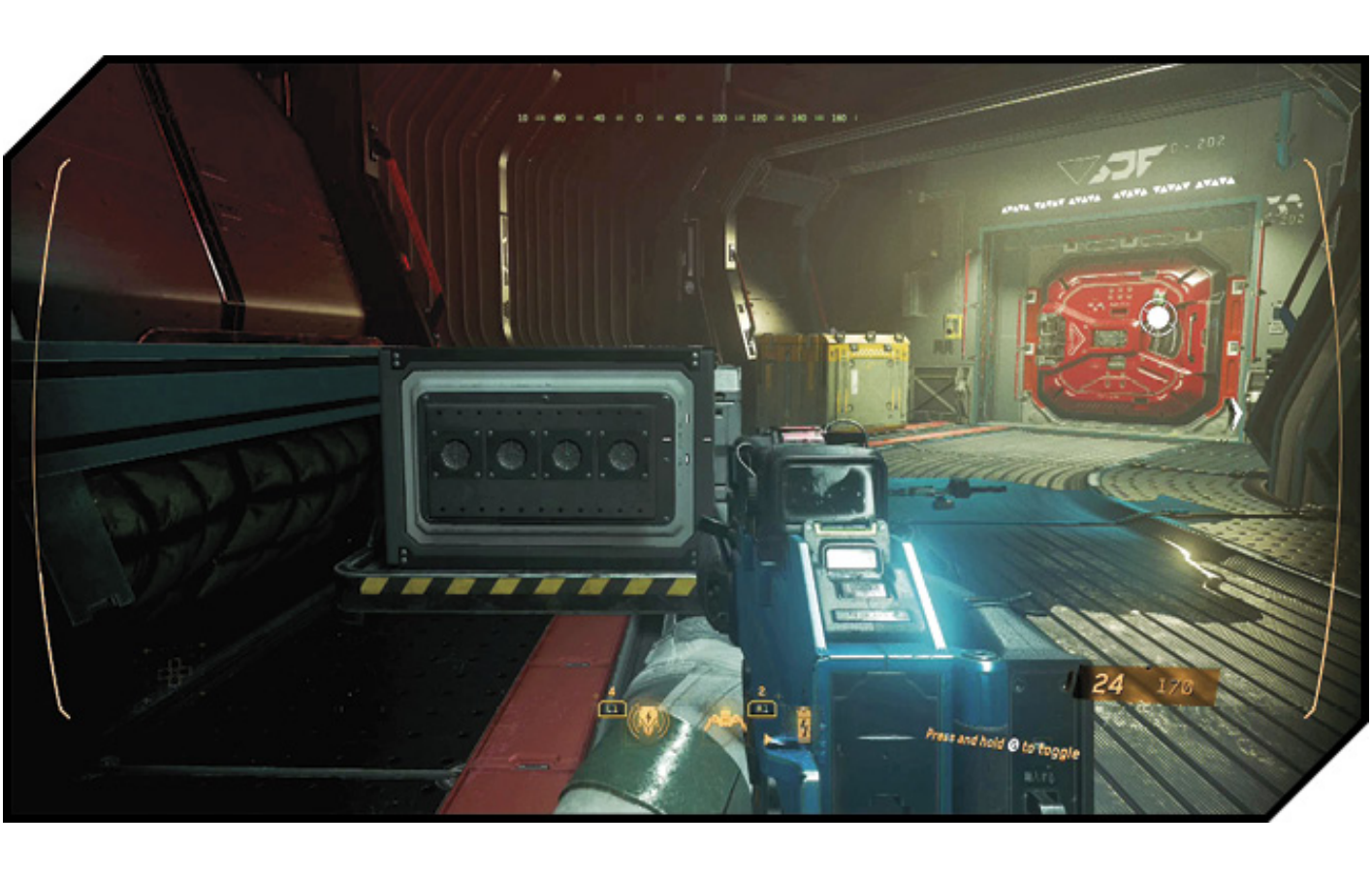
Vessel: SDS Icarius

Bio: Specializes in reconnaissance and subterfuge. A combat veteran with counterintel experience, he is responsible for Skelter tech advancements through stolen SATO schematics and espionage.

Location: Rushing to attack Salter aboard the Icarius.

Meet up with Salter. Look for some crates of Seeker-Bots; stock up.

Follow Salter back down the corridor. Use your Seekers to clear the hall. Return to the hall where you met Salter and grab the Frag Grenades there.



Return to the corridor and avoid the mess hall on the right. Fight your way down through the passage. When you get back into the large room, kill the enemies defending on the right. Then sprint ahead to the red hatch. Open the hatch to effect an escape to Zero-G.

In space, several SDF are waiting for you. Take cover on the hull of the ship and use your grenades to take out the enemies.

G OBJECTIVE: Eliminate the SDF Aces.

Wait a moment, and your Jackal autopilots into the area. Grapple inside. Aces have arrived to the battlefield; time to engage.

MOST WANTED

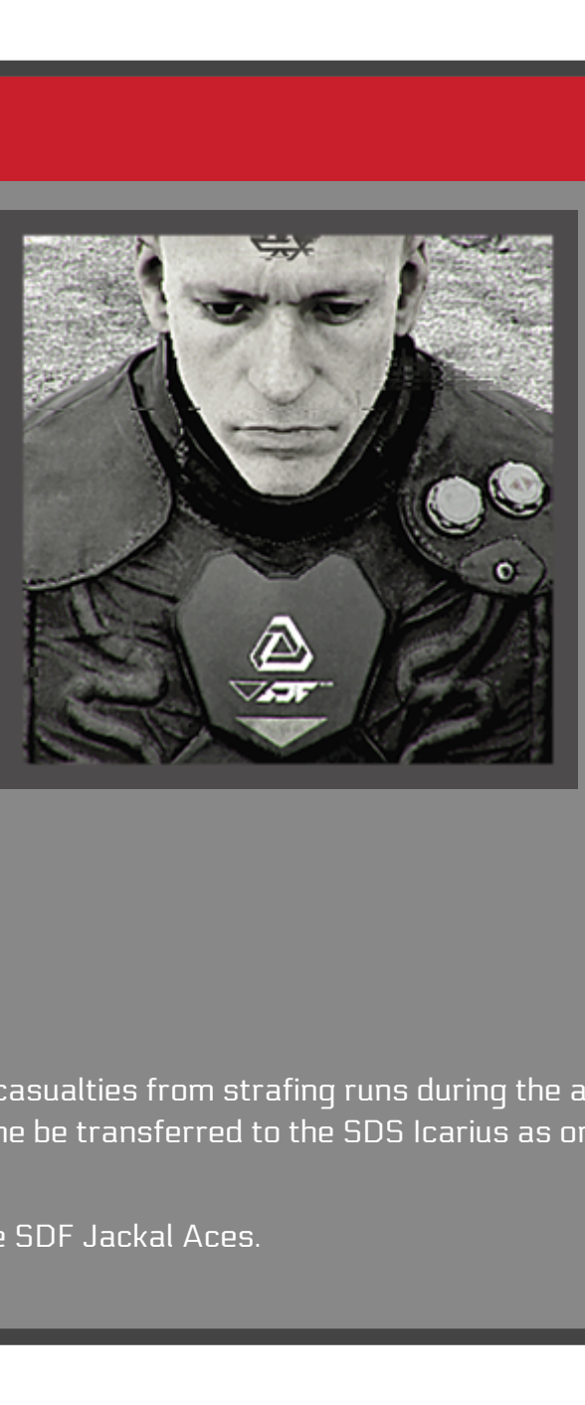
Name: LT Matthew Tovar

Vessel: SDS Nerio

Bio: Tovar managed to spend six months undercover in a UNSA SCAR flight school, before being discovered as an SDF agent. Following accord protocol, Tovar was extradited to the SDF.

Location: Flying one of the SDF Jackal Aces.

MOST WANTED



Name: LTSG Omar Gatica

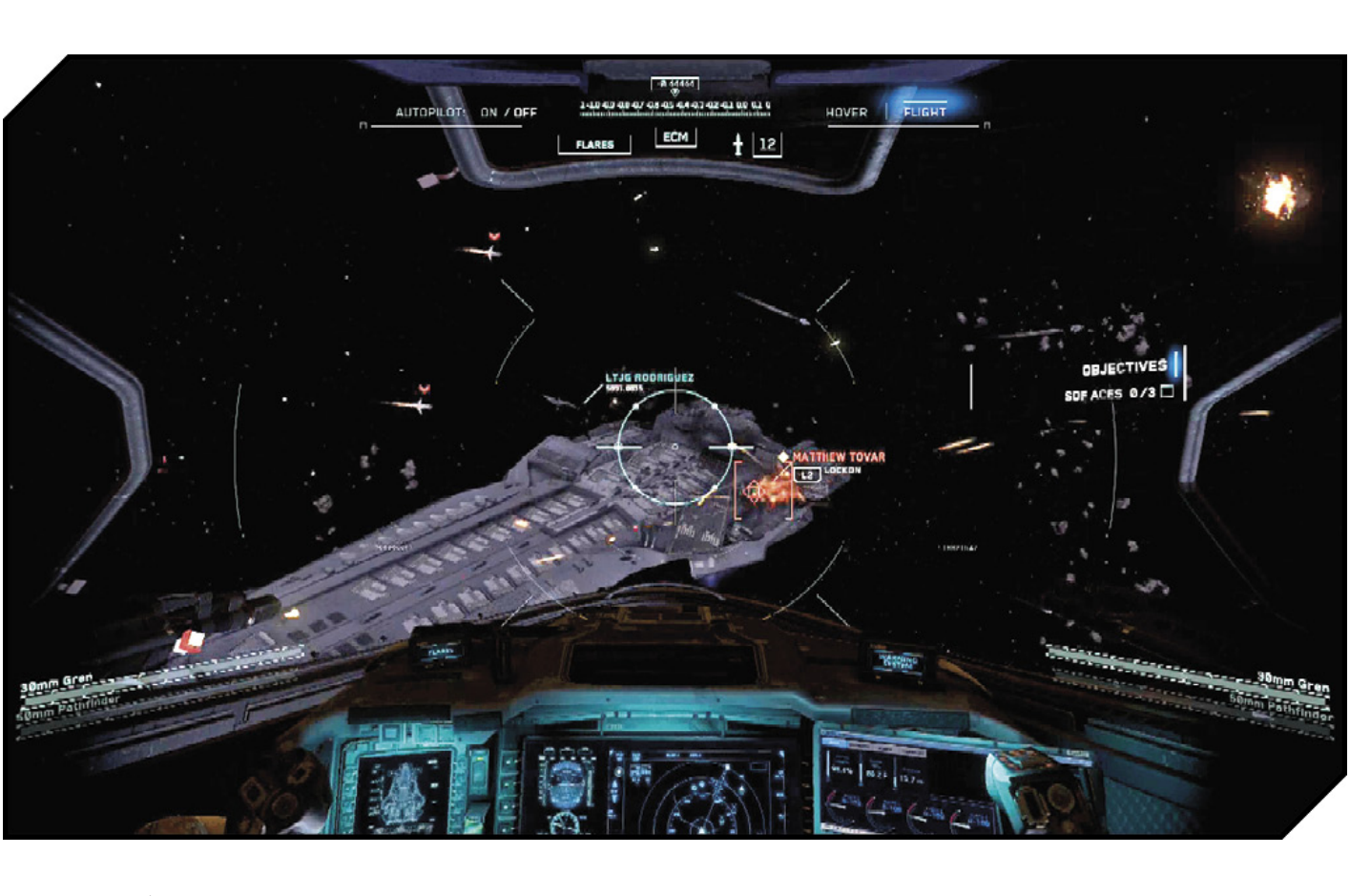
Vessel: SDS Icarius

Bio: Responsible for high casualties from strafing runs during the attack on Geneva. Vice Admiral Thies requested he be transferred to the SDS Icarius as one of its vanguard pilots.

Location: Flying one of the SDF Jackal Aces.

There are three Aces here; two of them are Most Wanted. This mission conclusion isn't as hard as it could be because your squad does an excellent job of running interference with the Skelters for you. You need to prioritize the Aces to complete the mission.

Find them by looking for the yellow hash marks on your radar. Then move in to pursue. If one gets on your tail, evade by immediately reversing direction and opening fire on them.



The Aces don't tend to gang up on you, so you should be able to easily pick them off one by one.

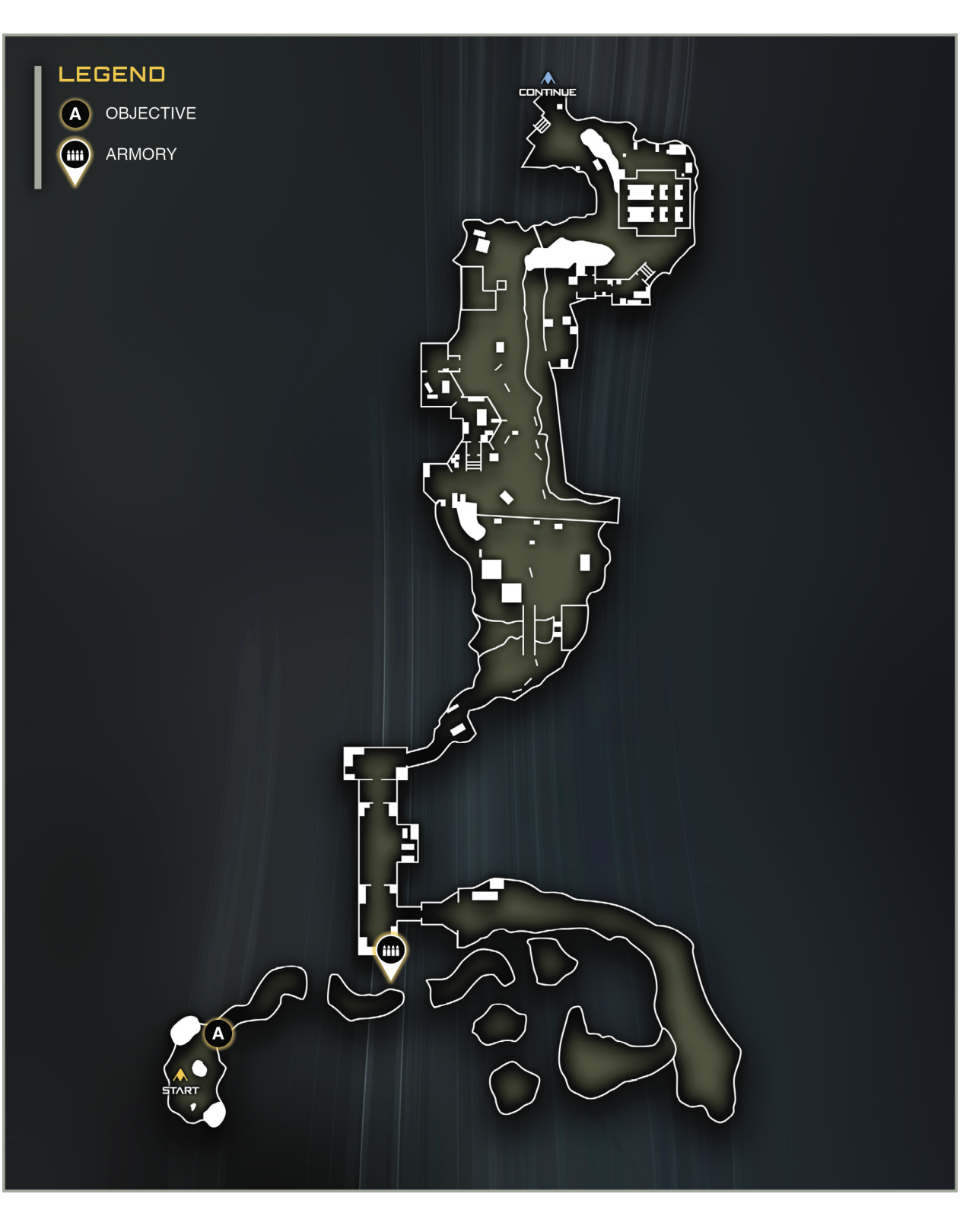
H OBJECTIVE: Return to the Retribution.

When you have killed the last SDF Ace, you are clear to land on the Retribution. No time to waste; line up the drone assist and land on the hangar.

CALL OF DUTY
INFINITE WARFARE

Campaign Walkthrough

Operation Burn Water



Location: Saturn, Titan

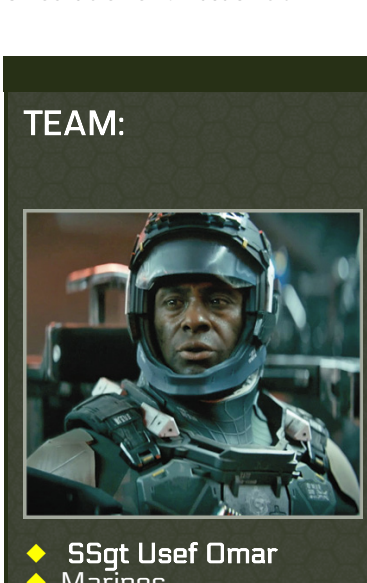
Target: Primary SetDef fueling station

Mission Summary: Eliminate critical SetDef fueling station.

Mission Description: Your team will land near a critical SetDef fueling station. Your job is to cripple the station, which will hamper the SetDef fleet. Expect fierce resistance. SetDef is aware of how important this refinery is.

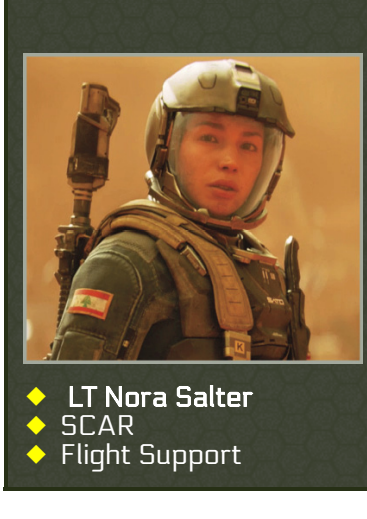
Unlockable Perk: Blast Shield

TEAM:



- **SSgt Usef Omar**
- Marines
- Ground Support

- **POFC E3N (Ethan)**
- SCAR
- Ground and Flight Support



- **LT Nora Salter**
- SCAR
- Flight Support

GRIFF'S RECOMMENDED LOADOUT:

WEAPONRY

- **Primary:** EBR-800

- **Secondary:** EMC

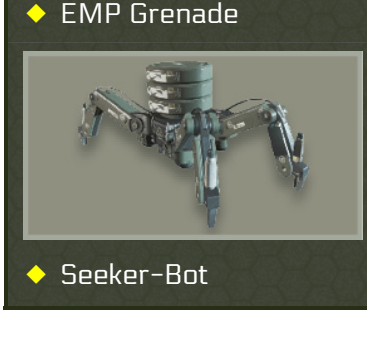
TACTICAL

- Retractable Shield

- Foam Wall

LETHAL

- EMP Grenade



- Seeker-Bot

OPERATION BURN WATER

Complete Operation Burn Water on any difficulty to earn this Achievement/Trophy.

When you activate the mission, your crew blasts the Retribution into an orbit around Saturn.

Nassir has some more details on the elevator ride down: comms will be intermittent, but workable. Staff Sergeant Omar has some history with SetDef and Titan, and he's onboard for your mission. He's had a change of heart about Ethan, and requests he accompany you on the mission.

ADDITIONAL ADVICE

Instead of an EMC, we recommend you consider taking a launcher or other heavy alternate weapon. Alternatively, if you have unlocked the Eraser on Deep Execute, its regenerating ammo and one-shots on most enemies make a solid secondary for the rest of the entire campaign.

You'll be transporting in on this mission, so head to the large ship on your right when you enter the hangar. Strap in, and get ready for a big drop.

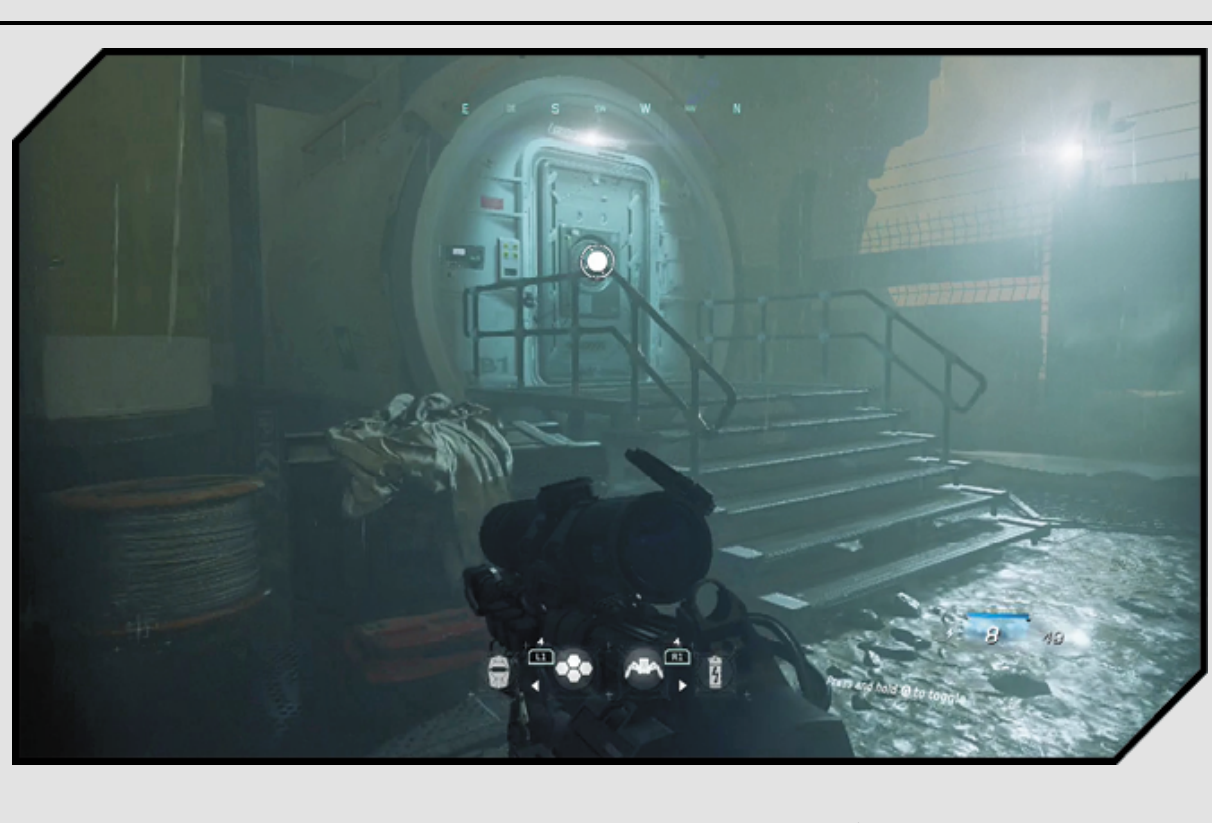
Refinery

A OBJECTIVE: Find a suitable landing zone for the assault team.

There's no reason to take the lead. It's easy to take a wrong step here and tumble down a cliff face. Hang back and follow Omar's lead, as he has experience on Titan.

When you reach the top of the cliff face, Omar, Ethan, and the rest of the team head inside to a small structure. Before following, take some time to find the nearby armory.

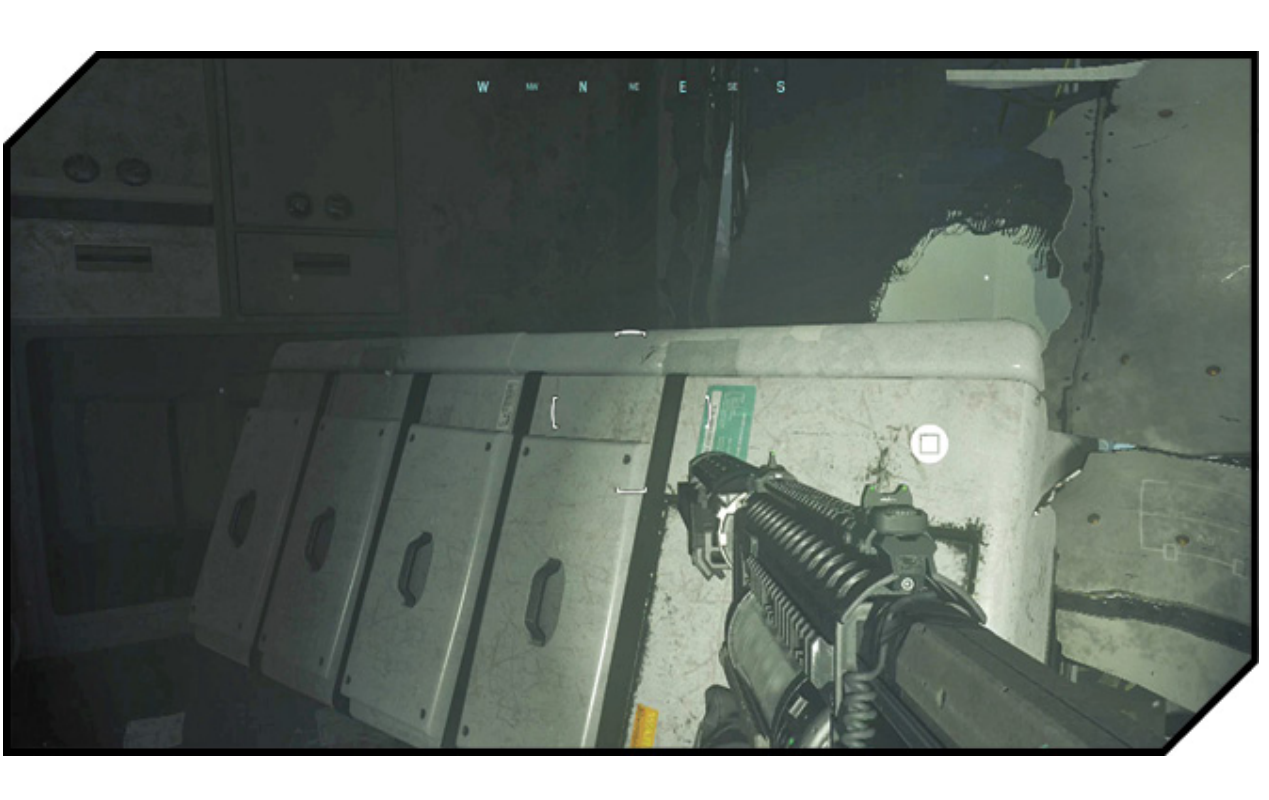
ARMORY TIP



After you drop down into the living quarters area, instead of walking inside the miners' quarters with the rest of the team, explore the outside area. The armory is located off to your left. It's easy to find. Explore inside to find an Unlock Terminal. The gun racks here have some unusual weapons to scan, such as the KBS Longbow and the DCM-8 Shotgun.

When you're done with the armory, step inside the living quarters and hit the Activate button on the set of personal items in a nearby locker.

Explore the area until you find the tipped-over filing cabinet at the back of the structure. Hold Activate to lift it for the rest of your team.

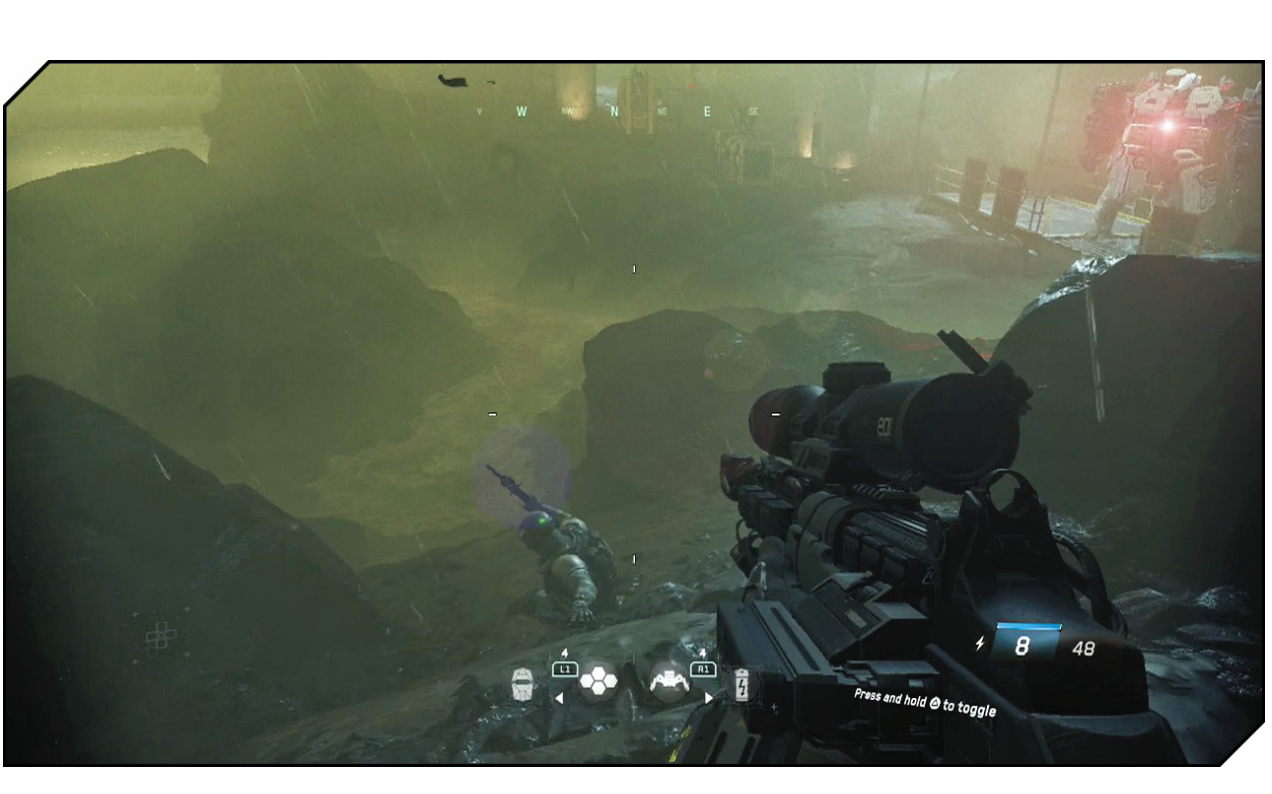


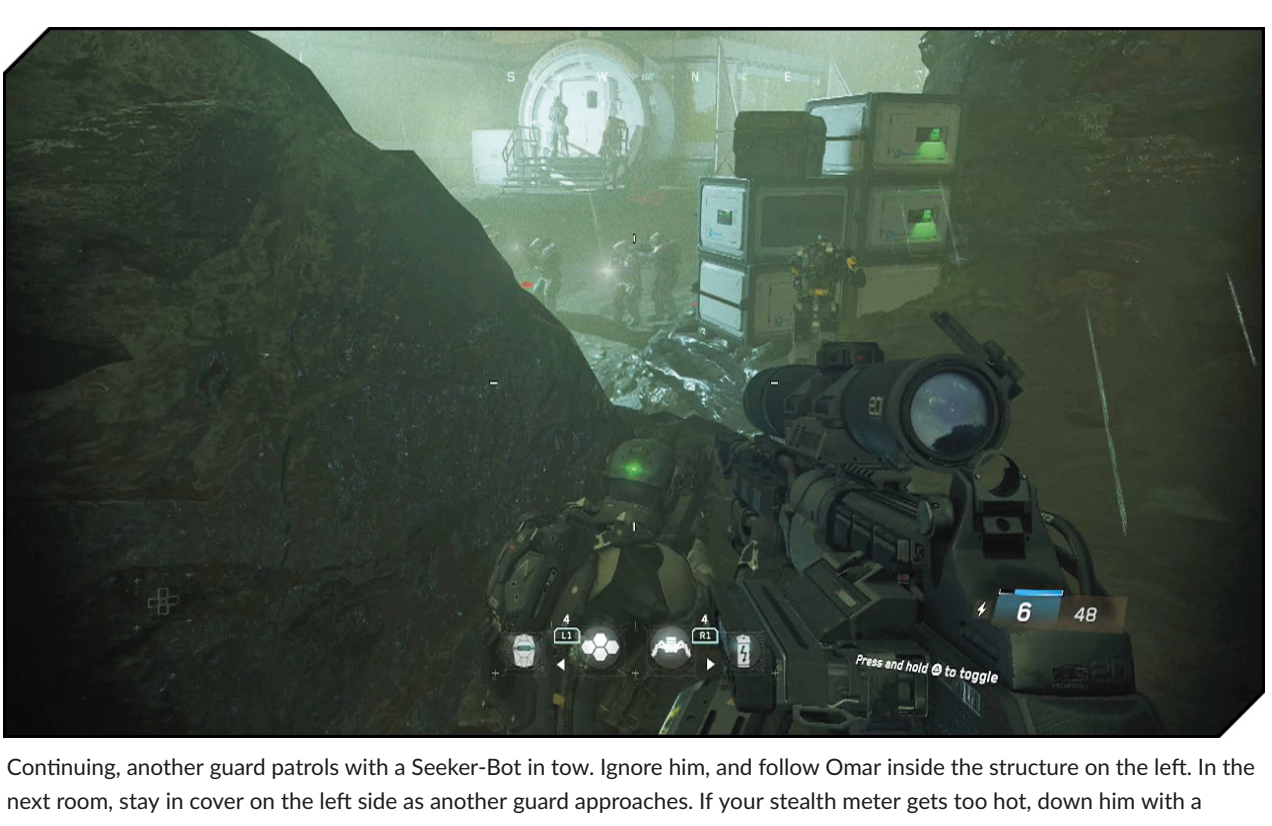
STEALTH OPS

Through this next section, you are required to stay in stealth. If you skipped the side missions that required stealth when you were back on the Retribution, then this may be your first time seeing this type of gameplay. Refer to the Stealth section of the Gameplay Basics chapter for more info on how the Stealth meter works.

Through the living quarters, the SetDef refinery is just ahead. Your team splits, and you and Omar go dark. Omar will do most of the heavy lifting in this section, so stay behind him and out of sight of the enemies. Listen carefully to his instructions to ensure you don't alert the base to your presence.

Slide down the hill after Omar. Be sure to hit the Change Stance button to stay in crouched mode while following in this section. At the top of the next hill, there is a guard patrolling. He will see you if you approach, so hang back and wait for Omar to take him down from the right flank.





Continuing, another guard patrols with a Seeker-Bot in tow. Ignore him, and follow Omar inside the structure on the left. In the next room, stay in cover on the left side as another guard approaches. If your stealth meter gets too hot, down him with a silenced headshot. If you prefer to wait, Omar takes down the guard on his own.

Wait for Omar to step back outside. Follow him, find some cover, and wait for the patrol to pass. Use your double-jump to scale the side of the cliff. Ethan is waiting at the top.

When Omar gives you the go, shoot any of the three soldiers grouped ahead. Ethan and Omar down the other two guards.

Ethan takes point now, moving forward through the next bunker. Wait behind him until the path outside is clear.

Three more enemies patrol the refinery area outside. There are two on the right, one on the left. Target any of the enemies and pick them off with a silenced headshot. Ethan will give the all clear and sprint forward.

The front of this next area has four soldiers on a passing patrol. Wait for them to move through, and then down the soldier standing post in front of the round building to the right.

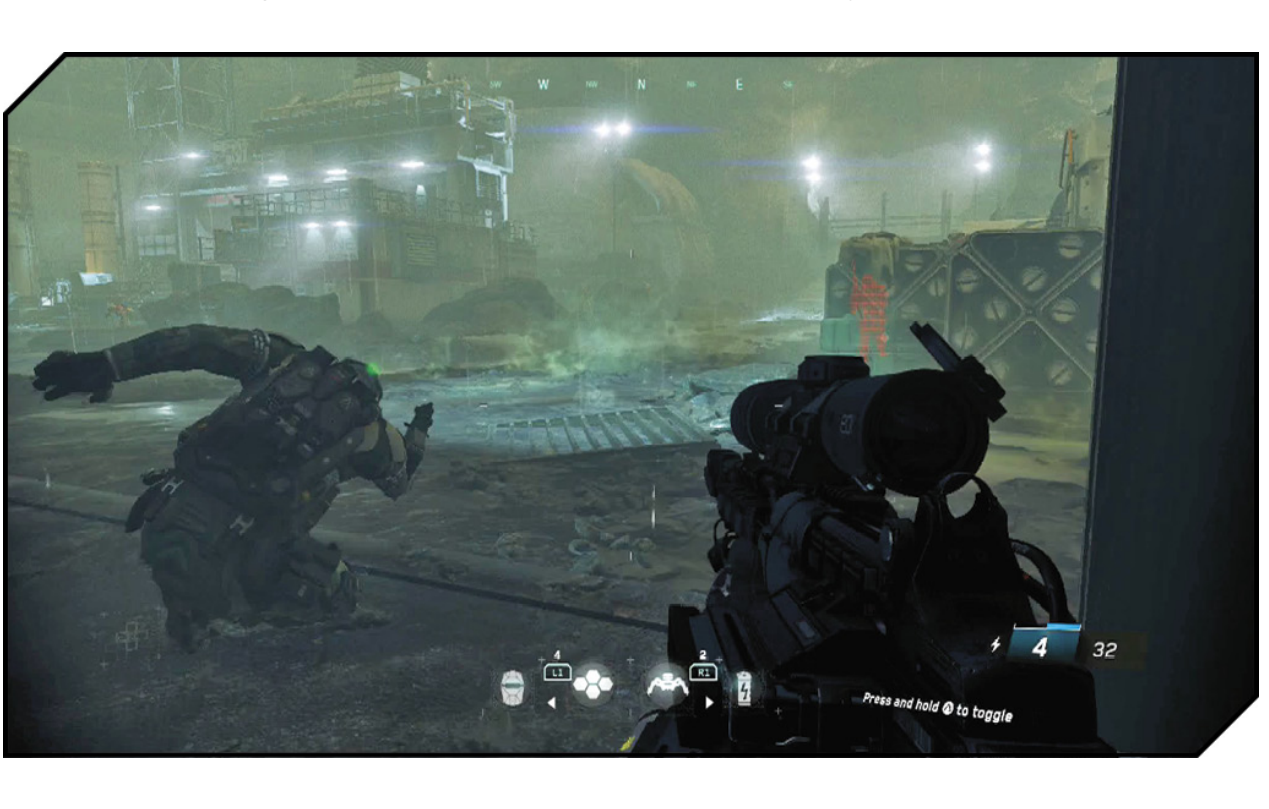
Trace Omar's path through the base. Omar will toss an Anti-Gravity Grenade at the four enemies grouped outside the outpost door. Wait until the grenade blasts, and then unload into the four soldiers. You must kill all of them before the Zero-G effect ends to avoid sounding an alert.

Inside, Omar needs help with forcing a door. Oblige by tapping Activate until the door opens. Hang back as Omar takes point. This leads to a perfect area to set up a drop point for your armor.

After radioing the location of the LZ, it's now your task to clear the area of enemy soldiers. You have the drop on the enemies, so it's time to go loud.

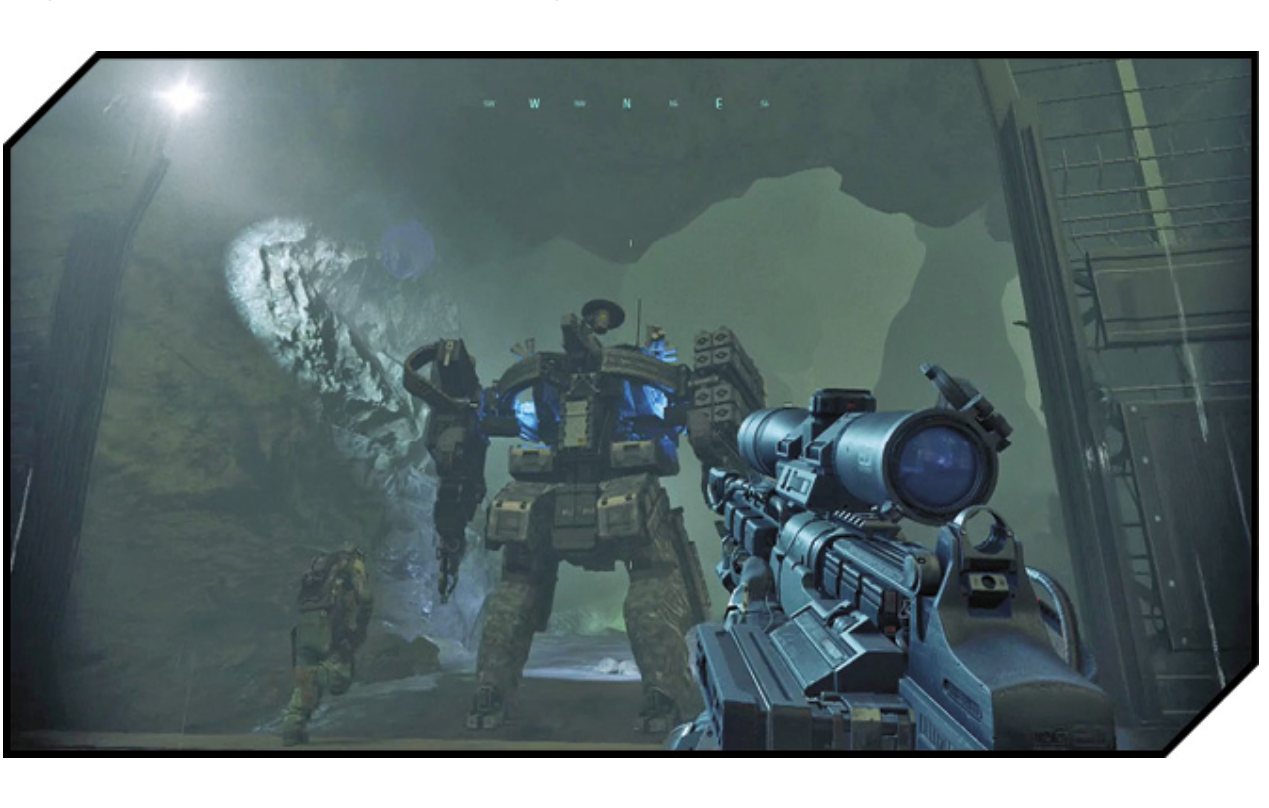
Take out the three enemies grouped on the right from the window by shooting the red barrel they are standing around. Then, if you already have Seekers in your inventory, throw them at the four enemies patrolling the area on the left (but watch out for incoming fire while doing so).

Head downstairs and grab the Seekers in the crate below. Deploy them all if there are still enemies present. At this point you can clean up any remaining enemies, but the Seekers will have likely already done the job for you.



Return to the garage and restock your Seeker-Bots. Continue releasing bots until all the soldiers are dead.

Hang back safely behind the armor as it advances through the canyon, because it can accidentally trample you to death.



Move up the right path to stay high as the C12 moves through the canyon. At the end of the path, you are looking down on the Section 15 Refinery.

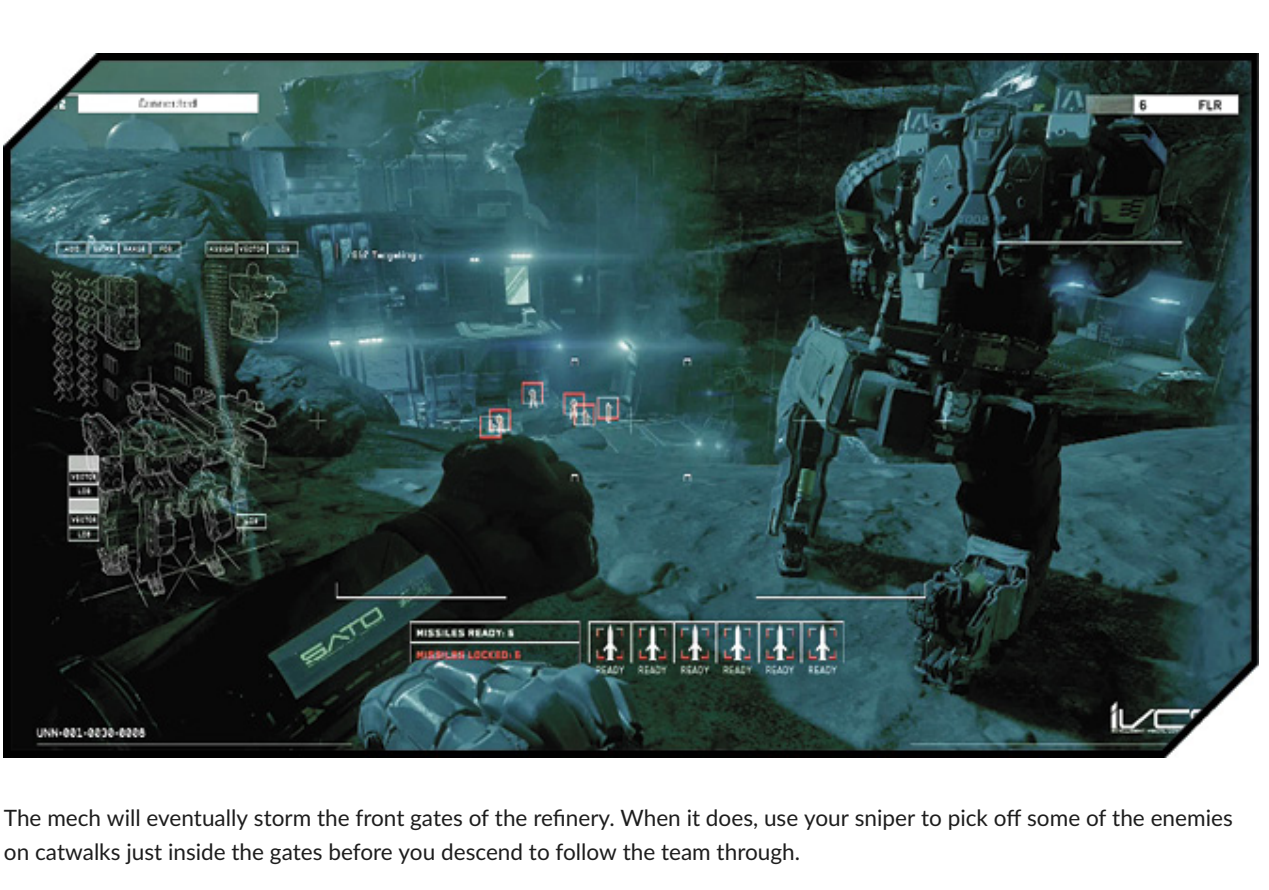
You now have control of the C12's targeting system. Hit the up Inventory button to pull up the controls. When looking at the C12's targeting HUD, you can see visible targets highlighted. At the bottom, the HUD displays the number of readied missiles.

Try to get six enemies targeted with red outlines. When you have it, press the Fire button to unleash a volley and begin the assault.

RELOADING THE C12

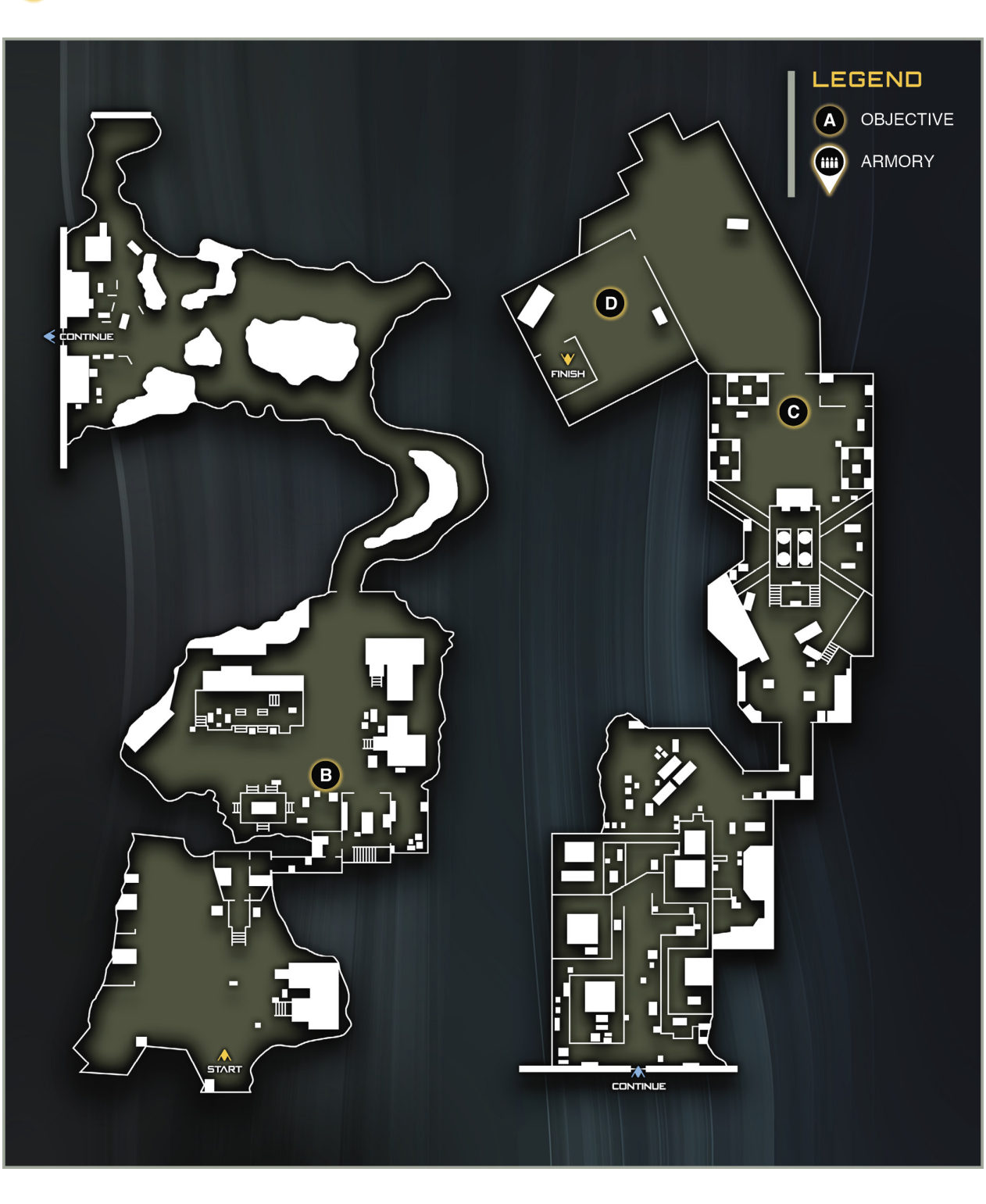
The C12 automatically reloads its weapons after each volley. The indicator at the bottom of your C12 overlay indicates which missiles are ready. It takes about thirty seconds for a full reload, but you can fire before fully reloaded, just short a few missiles. When the C12 voice informs you the missiles are "ready to fire," that means the C12 is fully reloaded.

While you wait for the C12 to reload, stay prone at the top of the cliff, picking off the scrambling enemies below with your scoped weapon.



The mech will eventually storm the front gates of the refinery. When it does, use your sniper to pick off some of the enemies on catwalks just inside the gates before you descend to follow the team through.

B OBJECTIVE: Escort C12 battle tank to the Section 15 Refinery.



ASSAULT THE BASE

With the C12 battle tank at your side, there's no more opportunity for Stealth. This is now a loud operation. Try to switch out your suppressed weaponry for loud weaponry in this next section; the increased damage will come in handy.

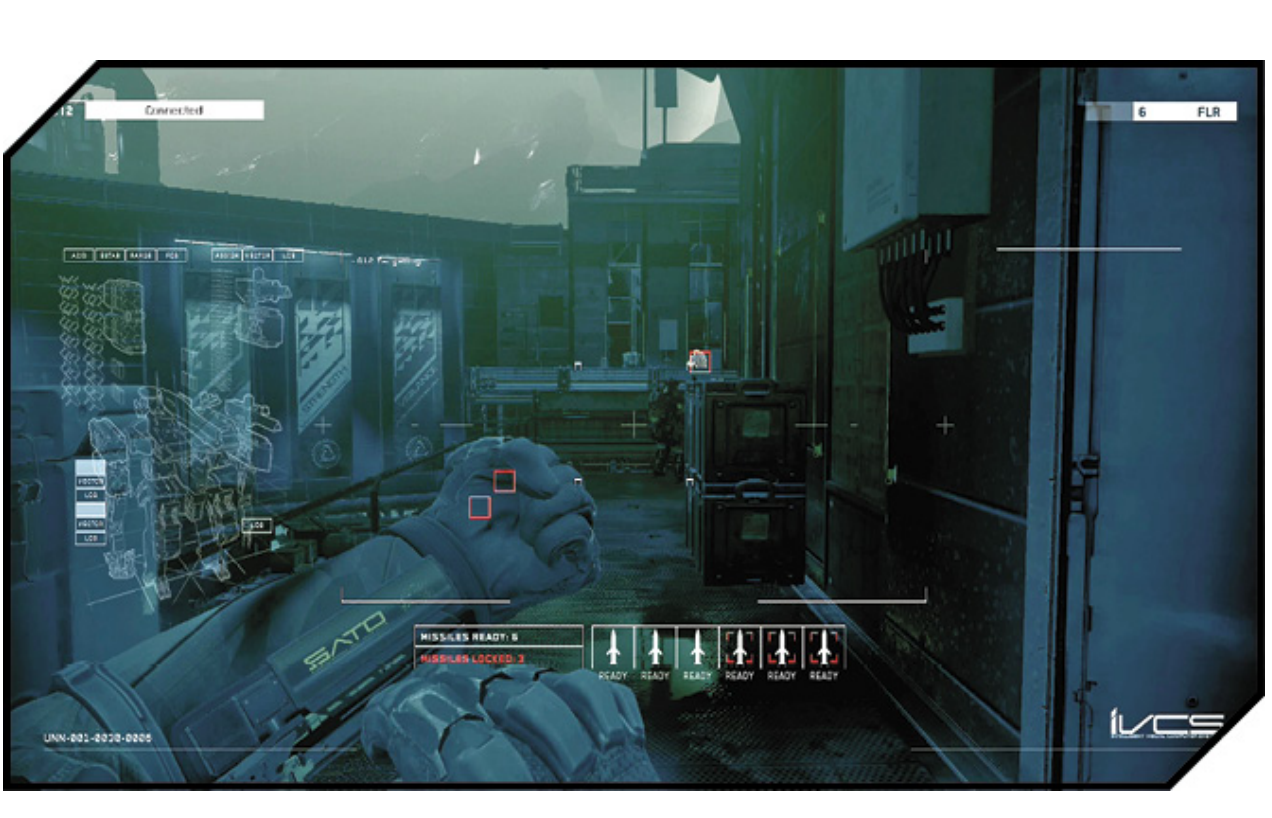
To make use of your C12 targeting interface, you need to be above enemies and looking down at them. To get a better vantage point, head up the stairs into the structure on the right. Be warned: there are a few enemies defending inside. Focus on clearing them out, and then look down into the courtyard to target the enemies defending inside.

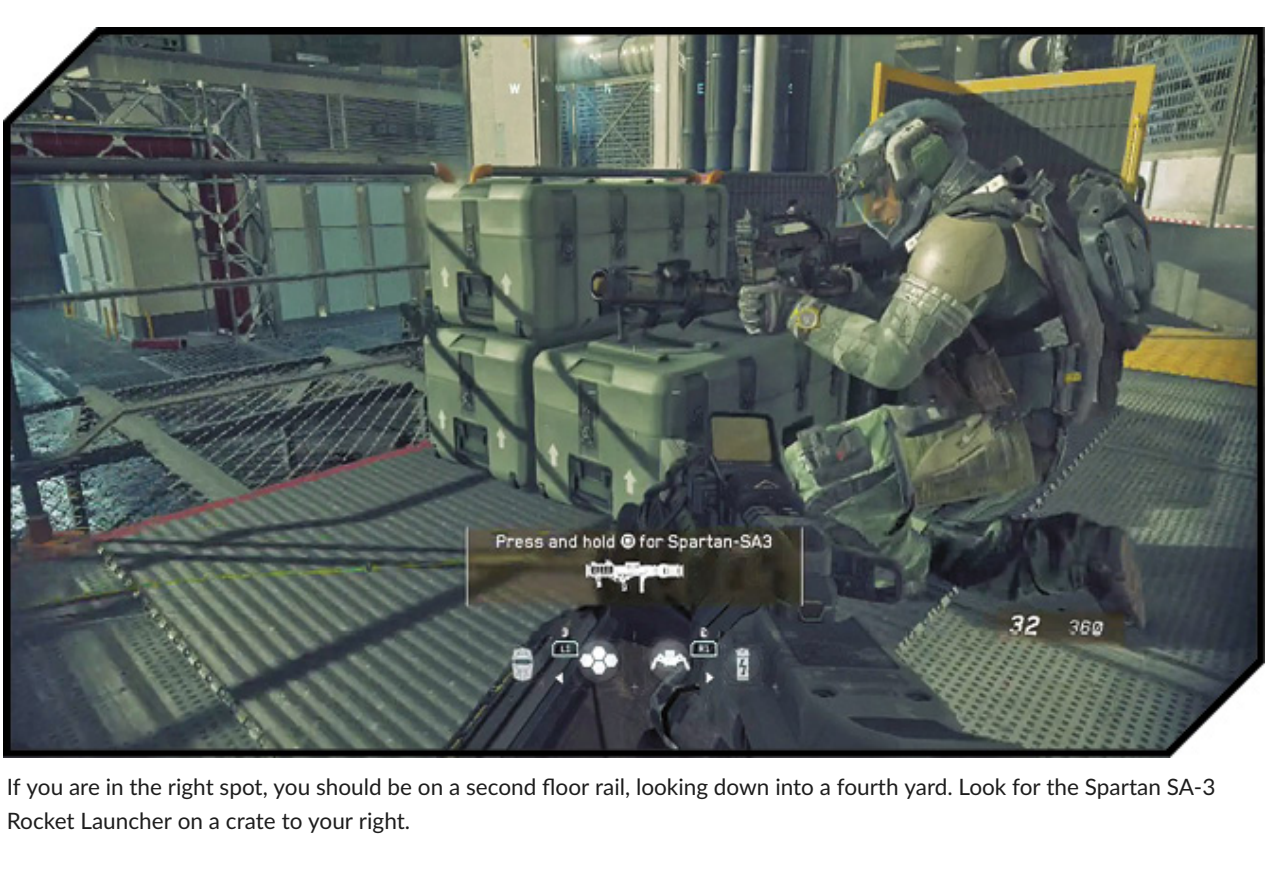
It may take a few volleys to clear out all the defended decks of the refinery here. Wait patiently in cover and use the C12 volleys when they become available.

Wait for the squad to begin advancing, and use your jump pack to quickly get over the building on the left side. This gives you a vantage point over the enemies defending the next section to help unleash missile volleys.

The enemies here have wicked accuracy, so it's better to stay in cover and use your C12's missiles as soon as they leave cover.

With the second yard cleared, the C12 advances on to a third. Another dozen or so enemies defend this area, but the enemies are scrambled and no longer putting up a good defense. Continue using the C12 volleys. When the third area is clear, climb the center structure.

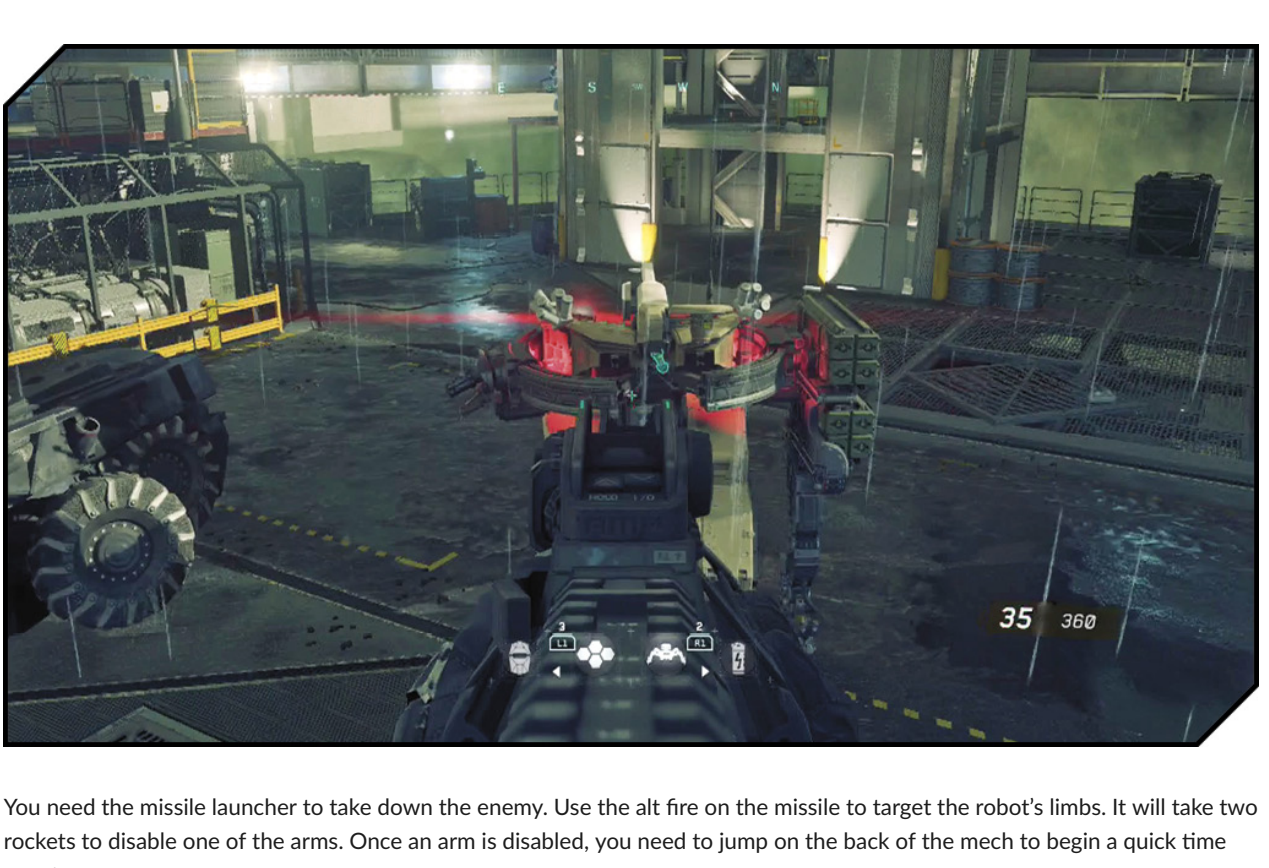




If you are in the right spot, you should be on a second floor rail, looking down into a fourth yard. Look for the Spartan SA-3 Rocket Launcher on a crate to your right.

SAVE YOUR C12 FROM A BEATING

An enemy C12 will be dropped off, and if you let events unfold, it will (temporarily) incapacitate your C12 causing a boss fight to occur. However, if you are lightning quick with the rocket launcher, you can disable the enemy C12, mount it, and destroy it before it is even able to engage your own C12. This will effectively circumvent the boss fight.



You need the missile launcher to take down the enemy. Use the alt fire on the missile to target the robot's limbs. It will take two rockets to disable one of the arms. Once an arm is disabled, you need to jump on the back of the mech to begin a quick time event.

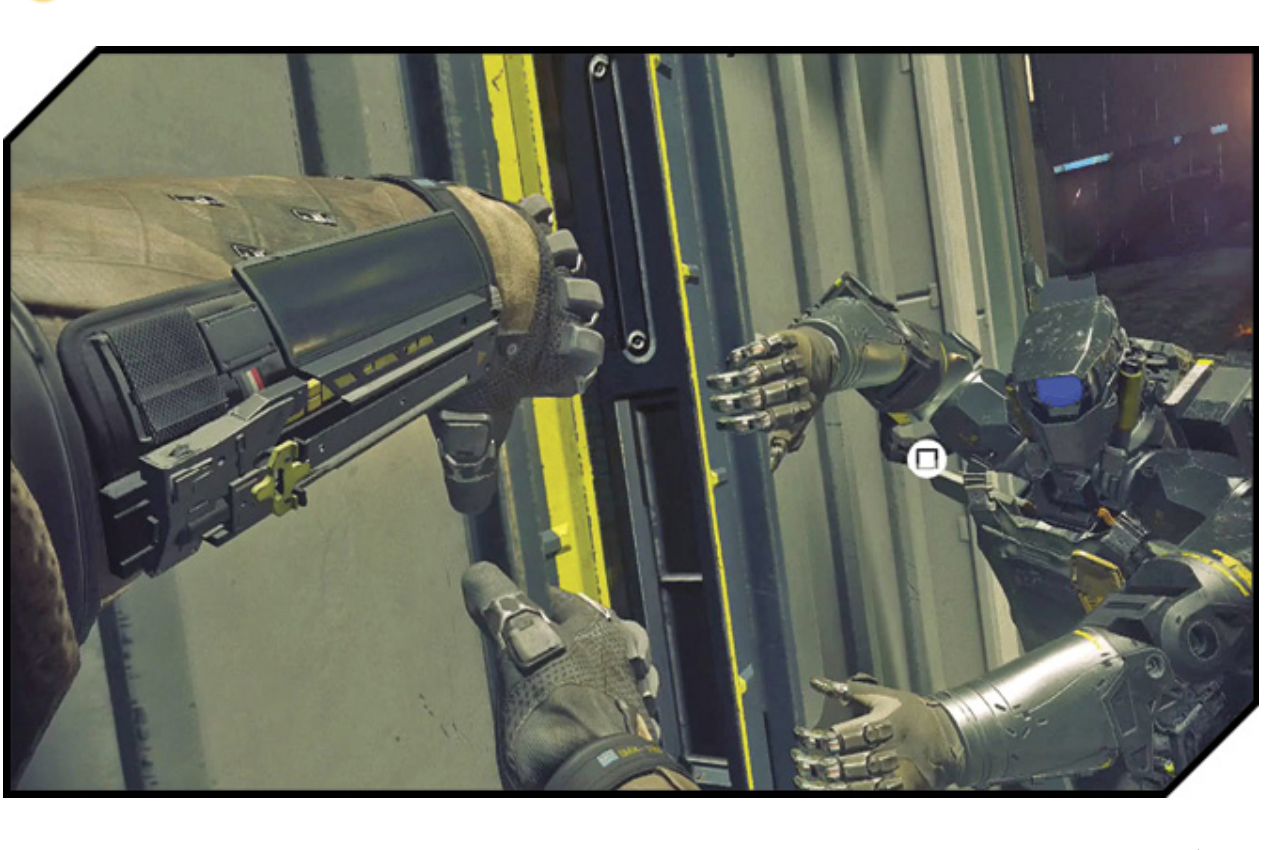
There are two possible quick time events that can occur, depending on which limb you destroy. If you take out the C12's right arm, you will jump on the back and plant a missile in its neck. Shooting this missile destroys the mech.

Alternatively, if you destroy the left arm, when you jump on, you need to continually hit the melee button to force the mech to shoot itself with its own minigun.

If you need more heavy ammunition in this fight, there is more ammunition on the right side of the yard. If you are playing on a hard difficulty, you need to be very cautious of the SetDef reinforcements that flow in the sides of the yard. Use your shield to make sure the area is clear before you go charging in.

If you don't like the idea of rodeoing the mech, you can also destroy it by destroying multiple limbs with the rocket launcher. If you can find a safe spot to target the mech from, this is the easiest way to take it down.

C OBJECTIVE: Secure the refinery and repel the SDF forces.



With the enemy mech in pieces, the good news is that your C12 is still ticking. Follow it through the final gate to the AO (Area of Operations). Before you leave this last area, search the enemies for weapons and ammunition. You need a good stock for the next part of the level.

After the incoming hellstorm from Olympus Mons, you need to get to safety. Hang a few feet behind Ethan as he powers through the incoming fire. Jump over the debris, and help Ethan open the door with the Activate button. Inside, there's a momentary respite in the base of the tower.

Ethan activates the elevator as Omar and his squad ready an attack below.

D OBJECTIVE: Cover the marines from the roof.

At the top, pry the drop doors open with the Activate button. Things look dire until the Retribution arrives with your Jackal. Jump into the Jackal to continue the fight.

Fight or Flight

E OBJECTIVE: Take out the SDF fueling tower.

Back in your Jackal, you are in a much better tactical position than you were on the ground. The Olympus is temporarily held at bay, and it's time to complete the mission.

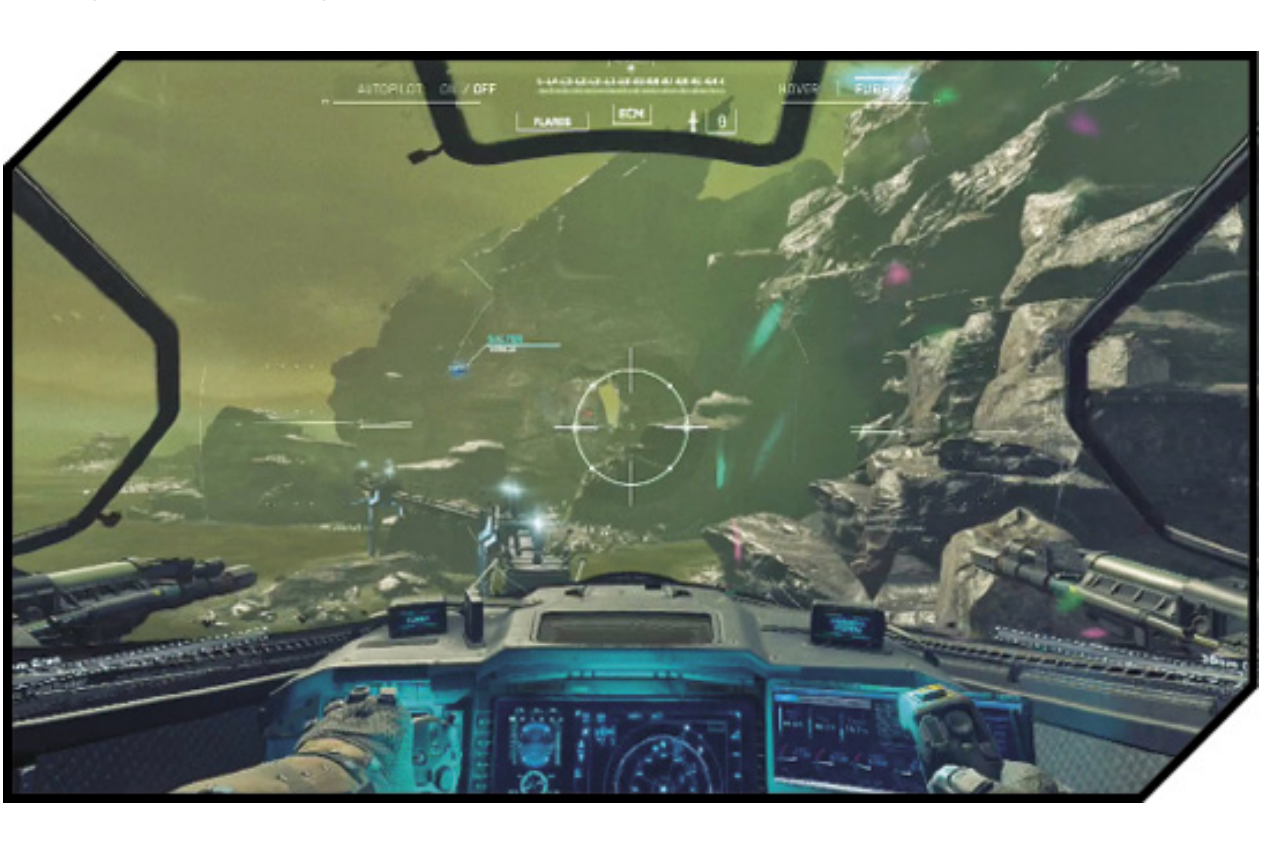
Fly straight forward along the rig's pipes behind Salt. Unsurprisingly, several Skelters arrive to defend the landing platform.

These Skelters are weak, and have no countermeasures, so feel free to take them down with missiles to make your life easier.

F OBJECTIVE: Eliminate the SDF A-jak Cutter.

F OBJECTIVE: Eliminate the SDF Skelters.

After you clear out the majority of the Skelters, an A-Jak frigate arrives to reinforce the enemy. This is your new primary target. Use your boosters and countermeasures to avoid getting targeted by the gunship. Switch to your 50mm gun and begin unloading into the ship's rear engines.

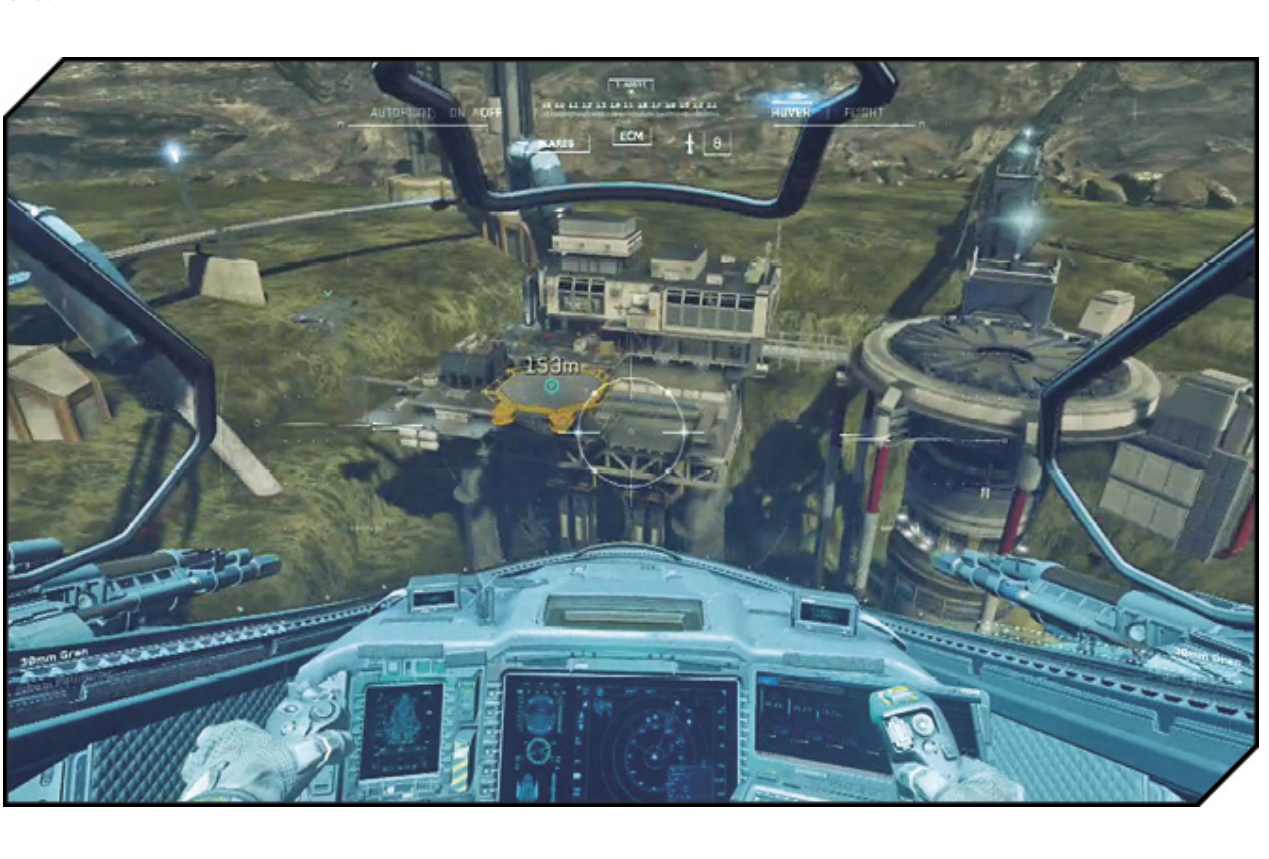


Try to stay just in range of the A-Jak so you can hit it without taking fire from the incoming guns. If you take too much damage, you can retreat to the previous area to recover your ship's hull.

Mop up the light Skelter reinforcements, and Salt gives you the go to land on the turbine.

G OBJECTIVE: Land on turbine.

The turbine landing pad you need to land on will light green. Move near the pad and hit the Activate button to automatically land.



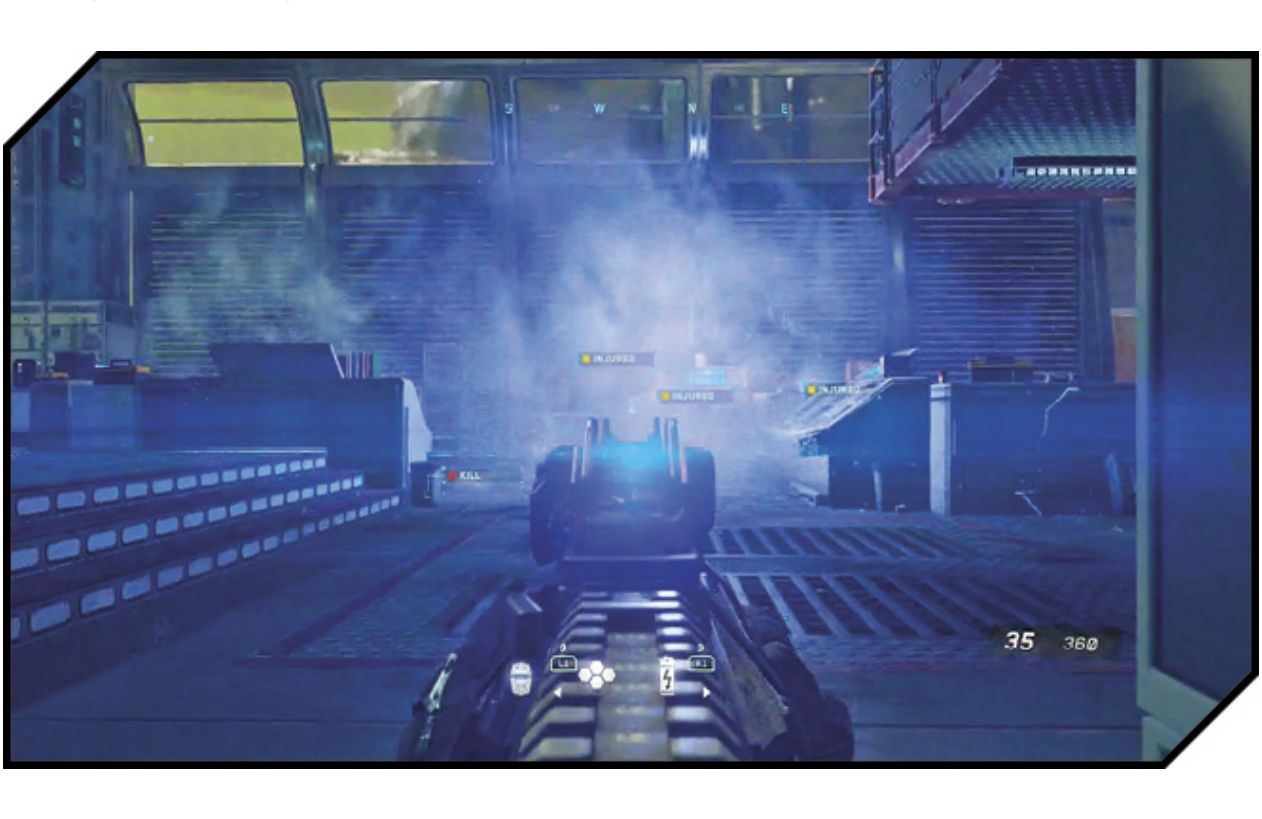
Immediately after landing, take cover behind the Jackal. The ground soldiers have the drop on you, and can kill you quickly. Luckily, Salt is on standby and makes short work of them, opening the path to the turbine controls.

H OBJECTIVE: Expose the turbine shielding.

USE WHAT YOU GOT

This is the last section of this level that has you boots on the ground. Use up any extra Tactical or Lethal ordnance you have remaining in your supply. The resistance here is fierce, and there's no need to ration your better weaponry.

In this section, you are fighting alongside Ethan. You need to move along the left side of the building, clearing out the several remaining enemies defending the turbine.



When you clear the first group, advance to the corner of the rig. Be ready for charging enemies, as well as enemies hanging back behind cover. The enemies will keep attacking your position, so use cover to patiently wait for them to advance. When they do, pick them off.

There are several more enemies at the top of the stairs on this corner. Use your shield to find their position and advance on them.

At the top of the stairs, the enemy forces make their last stand, defending the console at the back of the room.

I OBJECTIVE: Expose the turbine shielding.

Make sure you clear both sides of the turbine controls room before advancing on the console facing back outside. Activate the console to expose the turbines, and Salt assaults them, priming the tower to blow.

J OBJECTIVE: Board your Jackal.

There may be some stragglers on the way back out to your ship. To avoid getting hit by them, hang back behind Ethan as he clears the way.

Back out at the landing pad, use Activate on the front of the Jackal to board.

Once in the Jackal, hold jump to take off, and follow Salt down the pipes to the refinery tower. Blast the pipes at the base of the tower to set off the final detonation and complete the mission.

All that is left is to Activate to signal an exit launch for the SCARs and Retribution.

CALL OF DUTY
INFINITE WARFARE

Jackal Assault: Operation Safe Harbor

Location: Earth Cluster

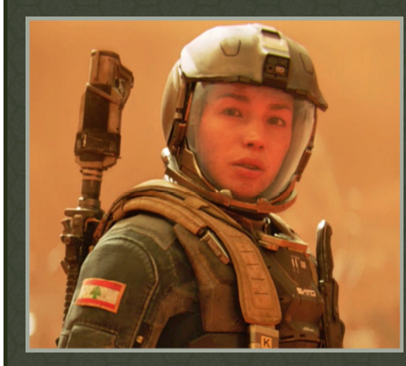
Target: SetDef Destroyer Squadron

Mission Summary: Chemical weapon search and destroy.

Mission Description: The SetDef has a chemical weapon dangerously close to Earth. Eliminate the destroyer before it can use its heinous weapons.

Jackal Upgrade: 20mm Dragonfly

TEAM:



- LT Nora Salter
- SCAR
- Ground Support

- LT Victor "Gator" Diallo
- Navy
- Retribution Fire Support

Target Objectives:

- Destroy the two SDF destroyers
- Shoot down Skelters
- Shoot down SDF Ace Karl Drown

Mission Strategy

OPERATION SAFE HARBOR

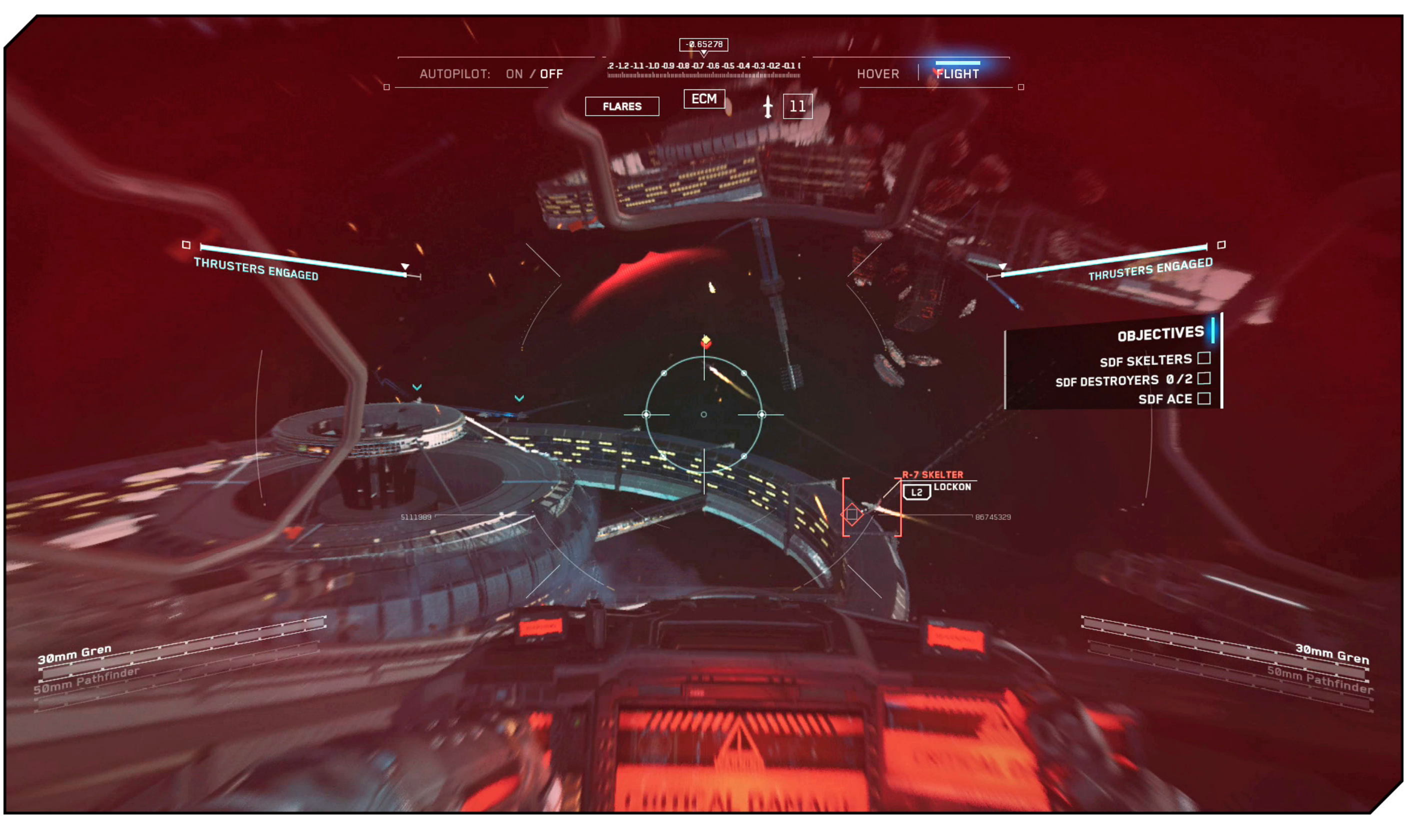
Complete Operation Safe Harbor on any difficulty to earn this Achievement/Trophy.

This is a chaotic strike filled with debris, enemy fighters, and warships flying in all directions. If you are playing on a harder difficulty, the top threat is the Skelters, which can quickly cut you in two if they gang up on you.

Throughout this fight stay in the nearby debris field to avoid catching fire (notably heat-seeking missiles) from the destroyer warships. The SDF Ace Karl Drown arrives after you have weeded out a few of the generic Skelters.

You have plenty of missiles and access to restocks in this battle, so freely use your missiles to take down locked Skelters and destroyer targets.

Once the Skelter defenders are down, the destroyers are easy pickings. Switch to your 50mm weapon and stay at range, pounding the gun decks with fire. Once you've unleashed enough damage, the ship will blow.


AUTOPILOT: ON / OFF
HOVER | FLIGHT
FLARES
ECM
11
THRUSTERS ENGAGED
THRUSTERS ENGAGED
OBJECTIVES
SDF SKELTERS ☐
SDF DESTROYERS 0/2 ☐
SDF ACE ☐
R-7 SKELTER
L2 LOCKON
30mm Gren
50mm Pathfinder
30mm Gren
50mm Pathfinder

MOST WANTED

Name: LT Karl Drown

Vessel: SDS Crivitz

Bio: Drown was part of the infamous "Dione Massacre," the SDF campaign to take the moon Dione from the UNSA. Drown graduated officer training school before he was 17.

Location: Ace combatant in the Earth System battle Operation D-Con.

MOST WANTED

Name: LT Atilla Zaryini

Vessel: SDS Iani Chaos

Bio: Iron Cross recipient. Using his Skelter squadron as bait, he directed his destroyers into the flank of the UNSA fleet, where he initiated manual core meltdowns to destroy SATO vessels, along with his own.

Location: Flying aboard one of the defenders in the Operation: Safe Harbor mission.

CALL OF DUTY
INFINITE WARFARE

Campaign Walkthrough

Jackal Assault: Operation Pure Threat

Location: Jupiter Cluster

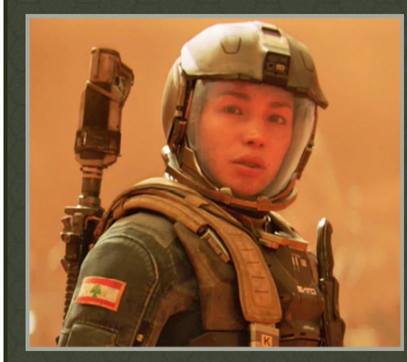
Target: SetDef Destroyer Solis

Mission Summary: Locate and neutralize enemy destroyer.

Mission Description: There's a lone destroyer blocking access to Europa's water. Strike at the destroyer and disable it.

Jackal Upgrade: D-8 Cleaver Heavy Cannon

TEAM:



- **LT Nora Salter**
- SCAR
- Ground Support

- **LT Victor "Gator" Diallo**
- Navy
- Retribution Fire Support

Target Objectives:

- Target Objective: Find the SDF destroyer
- Target Objective: Eliminate SDF A-Jak Cutters
- Target Objective: Eliminate SDF Skelters
- Target Objective: Eliminate SDF destroyers
- Target Objective: Shoot down SDF Ace Hari Khalsa
- Target Objective: Return to the Retribution

Mission Strategy

◈ OPERATION PURE THREAT

Complete Operation Pure Threat on any difficulty to earn this Achievement/Trophy.

The mission setup is a simple one. Find a lone destroyer and take it out. Unfortunately, the entire thing is a SDF ambush.

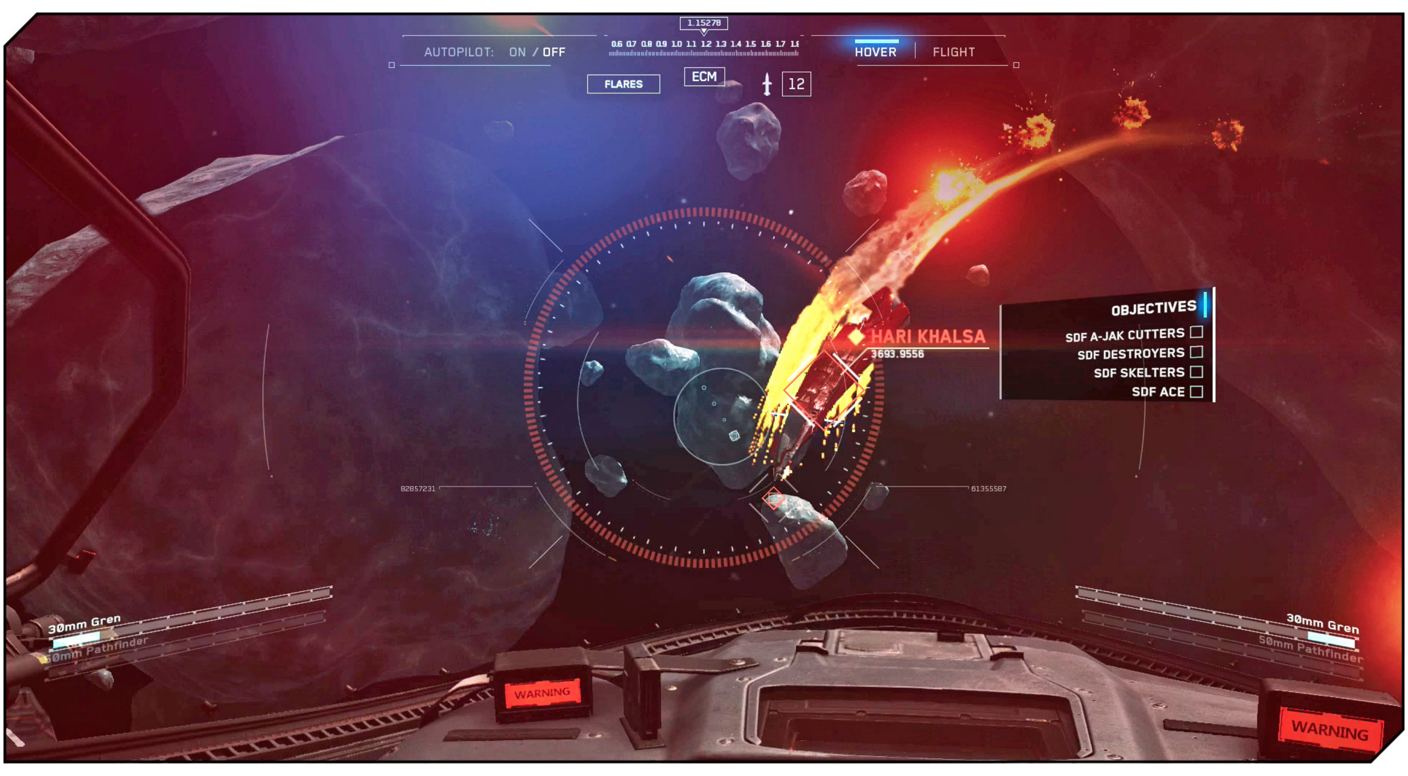
When you arrive, search the asteroid field for the destroyer. After a few minutes, if you don't find it, Salter does. Move to her position by following her indicator on the HUD. Shortly after you ID the destroyer as disabled, a huge SDF fleet arrives to ambush.

Your first move after the ambush should be to leave the battlefield. This is an extremely difficult fight on Veteran, so you can't engage the enemies on their own terms.

When you reach the edge of the battlefield, turn back towards the center. Your first target should be the Skelters. The Skelters will probably follow you out of the battlefield and will be easy to pick off as they approach from the edge of the field.

When the Skelters are down, turn your attention to the Ace. He will be marked with a yellow hash mark. Follow, engage, and shoot him down.

With all of the immediate threats down, you can safely return to the battlefield to start engaging the large ships. Switch to your large guns and focus on the Cutters first.



Missing their fighter support, both the A-Jaks and the destroyer are easy pickings for your long-range gun. Stay out of range and destroy the ships from safety. If you take damage, retreat from the cruiser's weapons range.

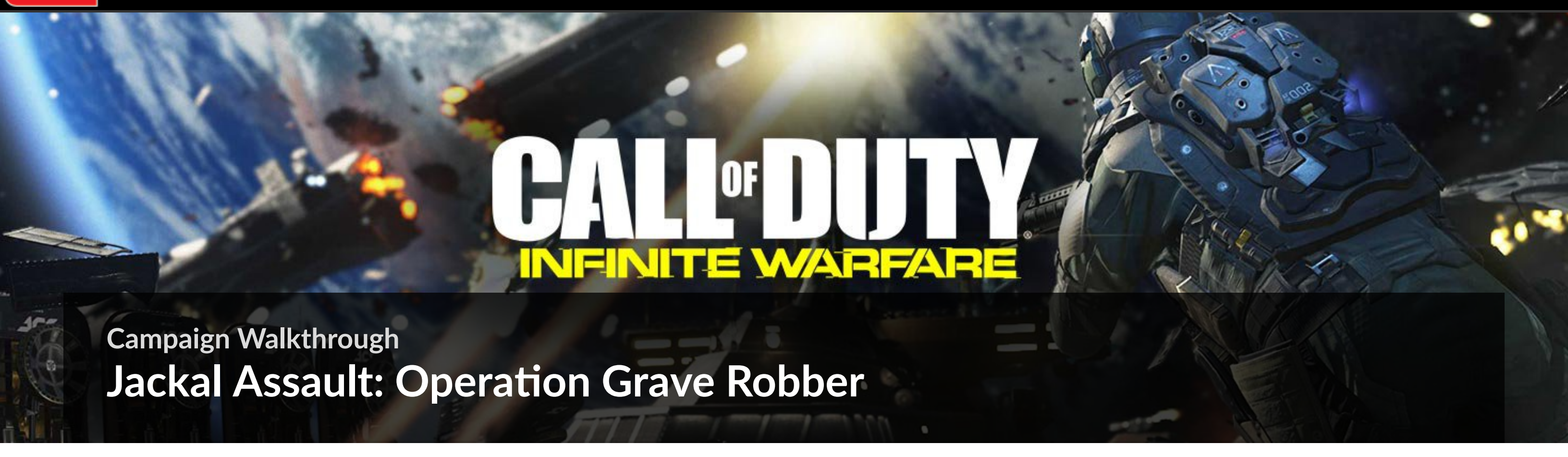
MOST WANTED

Name: CPT Hari Khalsa

Vessel: SDS Crivitz

Bio: A Secession Wars POW, Khalsa was released by the UNSA as part of the Charon Accords.

Location: Ace combatant in the Jupiter System Operation Pure Threat.



Campaign Walkthrough

Jackal Assault: Operation Grave Robber

Location: Pluto Cluster

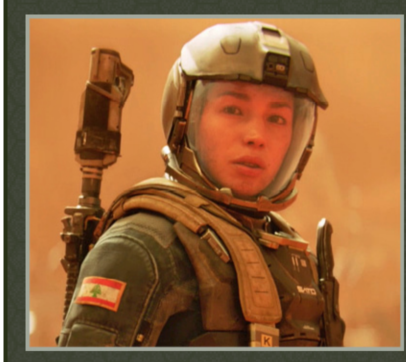
Target: SetDef Scrapyard

Mission Summary: Attack enemy scrapyard.

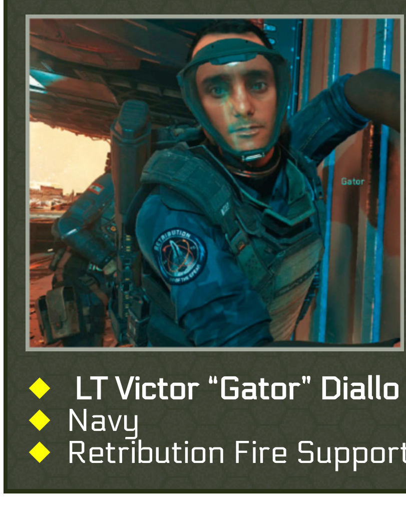
Mission Description: The Pluto Cluster has the mother of all scrapyards nearby. The SDF has been looting the scrapyard, but we need every bit of scrap we can get. Time to hit the SDF forces there.

Jackal Upgrade: GAMP .385 Anvil Cannon

TEAM:



- LT Nora Salter
- SCAR
- Ground Support



- LT Victor "Gator" Diallo
- Navy
- Retribution Fire Support

Target Objectives:

- Target Objective: Eliminate the destroyer
- Target Objective: Shoot down Skelters
- Target Objective: Eliminate the SDF A-Jak Cutters
- Target Objective: Shoot down SDF Ace Ivan Perez

Mission Strategy

◆ OPERATION GRAVE ROBBER

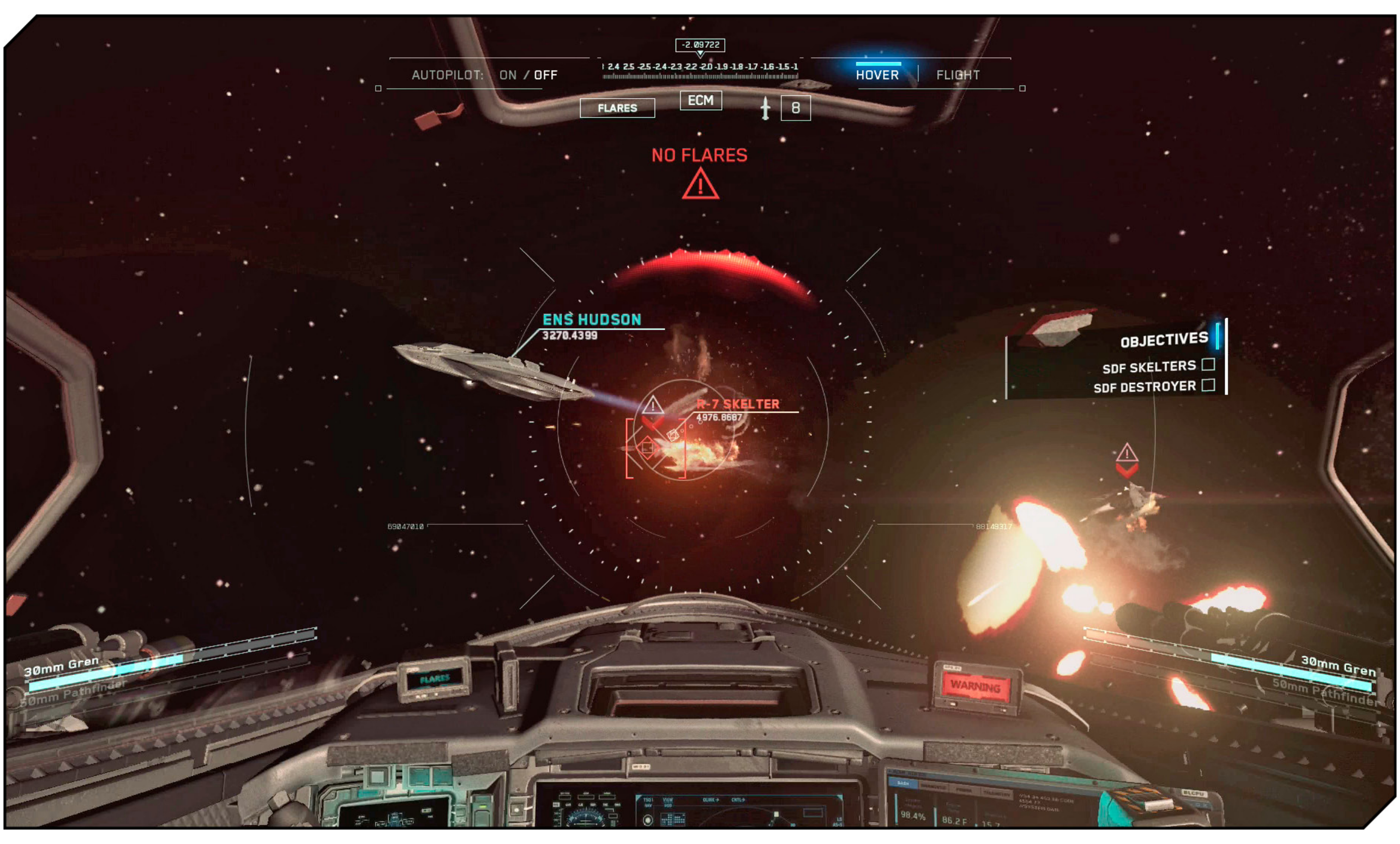
Complete Operation Grave Robber on any difficulty to earn this Achievement/Trophy.

The heart of this battle is in the middle of a debris field. It's not a good idea to go diving into the debris. There are several Skelter squads, and the debris makes engaging them very dangerous. Instead, hang back near the Retribution. Wait for some of the Skelters to break off and engage you.

When you've cleared the aggressive Skelters, cautiously move toward the debris field. Use missiles to quickly lock and destroy the Skelters. Avoid using locks when chasing a Skelter for extended periods of time, as the lock may steer you into some of the wreckage.

The A-Jaks and destroyer are placed far apart in the debris field. This makes it easy to engage them one at a time. Move through each, carefully staying at range for your cannons and avoiding taking too much damage from the cruisers.

When you've wiped out all the big ships a lone Ace arrives on the battlefield. Time for a one-on-one dogfight. Just get behind the Ace, and don't let up. He leads you on a chase through the battlefield. If he starts weaving through the debris, let go of the lock and follow him manually.



MOST WANTED

Name: LT Sang Yup Kim

Vessel: SDS Argas

Bio: One of the 24 scions of COL Young Kim, Sang chose not to follow his patriarch's footsteps as a pilot. He earned himself the nickname "Tonitrui" (Thunder), due to the destruction that lay in his wake over three tours through the Uranus Cluster.

Location: Onboard one of the destroyers in Operation Grave Robber.

MOST WANTED

Name: WCDR Ivan Perez

Vessel: SDS Argas

Bio: Next in line to be assigned his own commission. A deep indoctrination has driven him to prove himself worthy of a ship's helm. His exemplary service began at age 15.

Location: SDF Ace that appears at the end of Operation Grave Robber.

CALL OF DUTY
INFINITE WARFARE

Campaign Walkthrough

Jackal Assault: Operation Sudden DEath

Location: Saturn Cluster

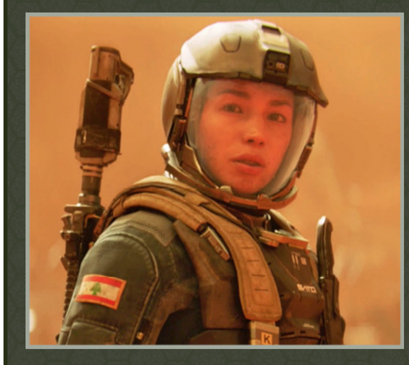
Target: A-Jak squadron over Titan

Mission Summary: Ambush SetDef gunships.

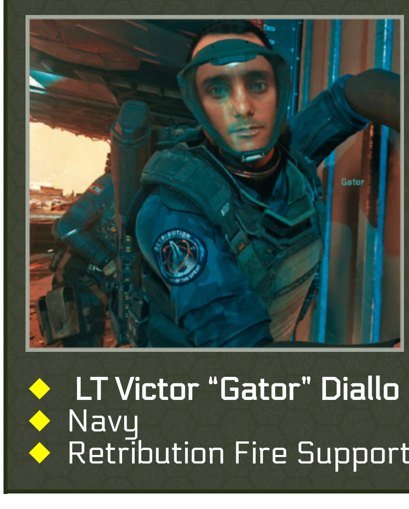
Mission Description: The Saturn Cluster is a major A-Jak refueling station. After the battle at Olympus Mons, the enemies' guard is down. It's time we strike back.

Unlockable Perk: Focus

TEAM:



- **LT Nora Salter**
- SCAR
- Ground Support



- **LT Victor "Gator" Diallo**
- Navy
- Retribution Fire Support

Target Objectives:

- Target Objective: Eliminate the five SDF A-Jak Cutters
- Target Objective: Eliminate the SDF Skelters
- Target Objective: Eliminate the SDF Ace Damien Nichols
- Target Objective: Eliminate the SDF Ace Sergio Gil

Mission Strategy

◈ OPERATION SUDDEN DEATH

Complete Operation Sudden Death on any difficulty to earn this Achievement/Trophy.

The strike begins at the refueling station for the A-Jak Cutters. At first, all seems calm. There are five A-Jak Cutters that need to be destroyed: Alpha, Bravo, Charlie, Delta, and Echo. Target any A-Jak while keeping maximum distance. Use your Heavy Cannons and the lock to be sure to pummel the engines. When the first ship is destroyed, several Skelter squads appear, ready for battle.

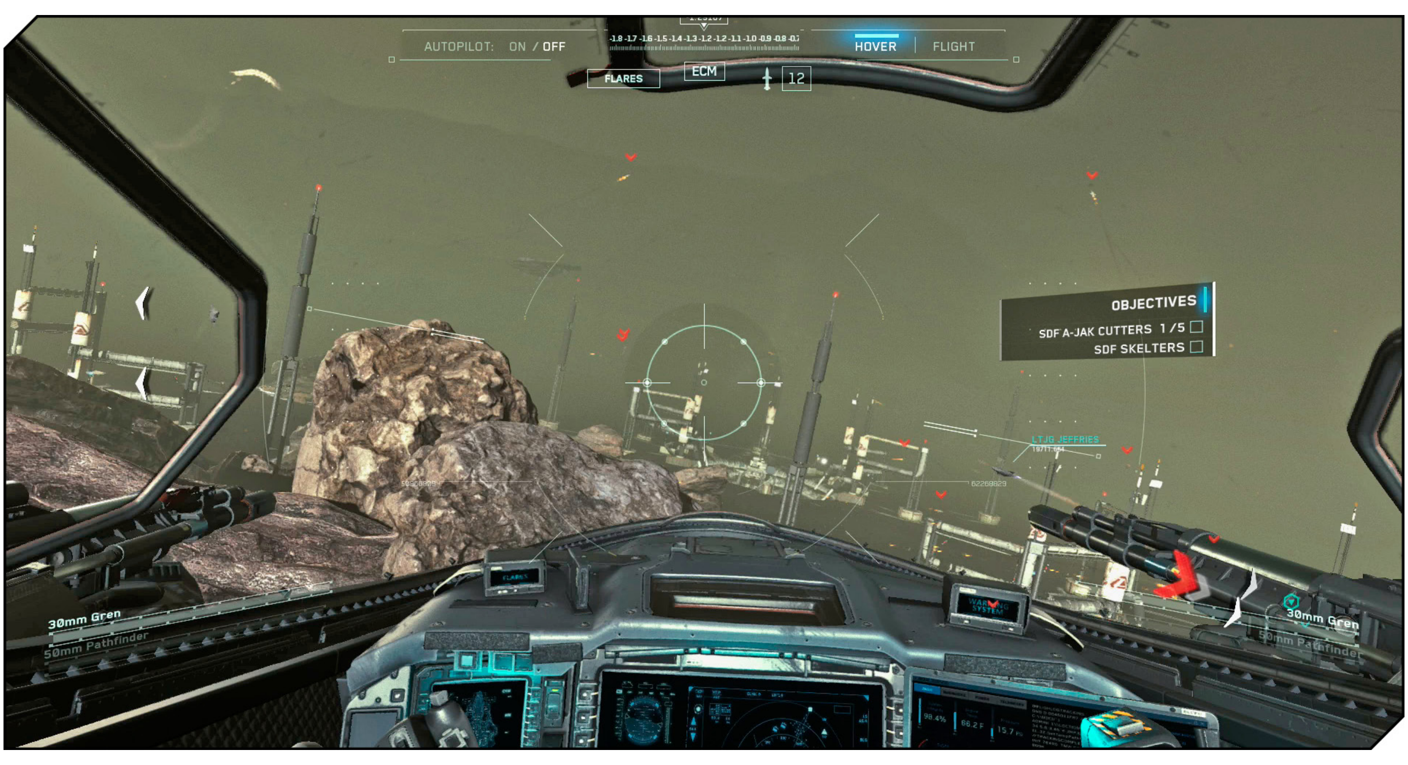
Surviving this mission is about properly prioritizing incoming targets. Skelters are the immediate threat here, so avoid the A-Jak floating around the area and focus on downing Skelters.

Find the incoming Skelters on your radar and try to down a couple as they fly in to "rescue" their fleet. Now, stay out of range of the A-Jak Cutters and engage the Skelters one by one. If one of the pilots gets a lock on you, use the architecture of the refueling station to evade their pursuit. Make quick turns and use your Afterburners to lose the tail.

When the Skelters are defeated, proceed back to the other four A-Jak Cutters. Now, start taking out the A-Jak Cutters one by one. Your squad helps with the attack, automatically blowing one of the Cutters without your help.

Once you have cleared four out of five A-Jak Cutters, two SDF Aces appear. Destroy the A-Jak first. You have several seconds before the Aces arrive—more than enough time to pummel the last survivor with your cannons.

With the last A-Jak in ruins, turn your attention to the Skelters. Separate the Aces from each other. Don't let them gang up on you! When following the Aces, there is no need to lock onto their positions. Just do your best to track and hit them with gunfire. Missiles are useless against them.



When you defeat both Ace pilots, return to the Retribution for docking back into the net.

MOST WANTED

Name: LT Col Damien Nichols

Vessel: SDS AFB Titan Bravo

Bio: Part of the forces that took over Titan. The majority of his confirmed kills were civilians, as he focused on soft target habitations during strafing runs.

Location: SDF Ace that appears at the end of Operation Sudden Death.

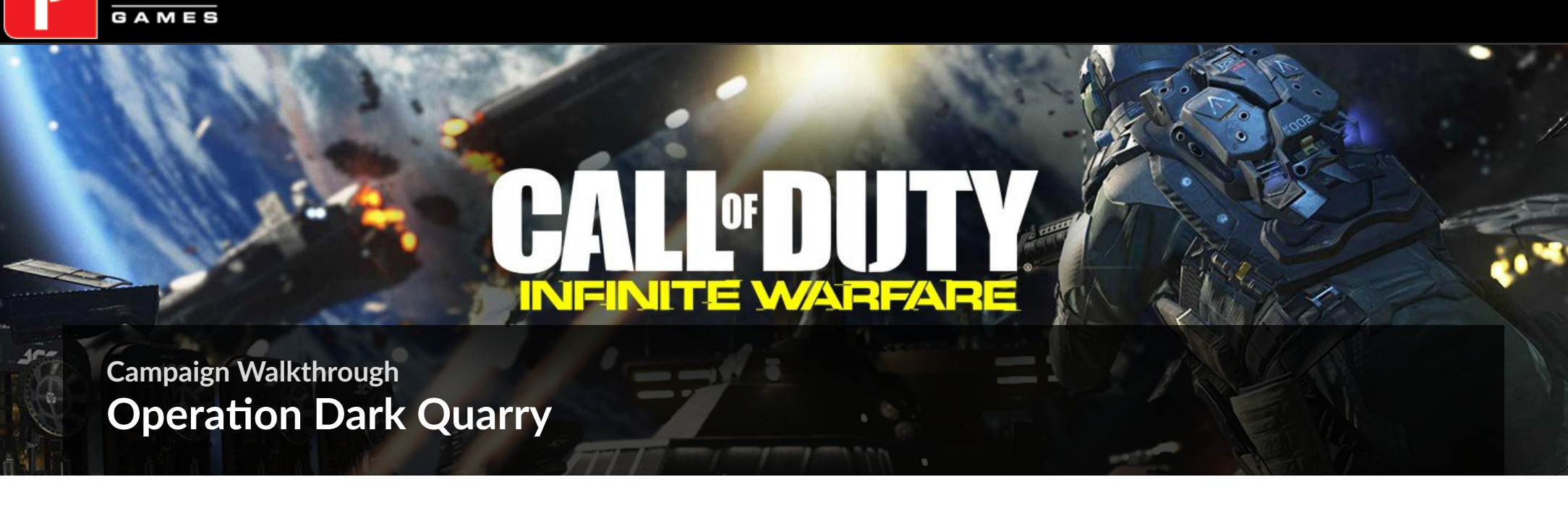
MOST WANTED

Name: LT Sergio Gil

Vessel: SDF AFB Titan Bravo

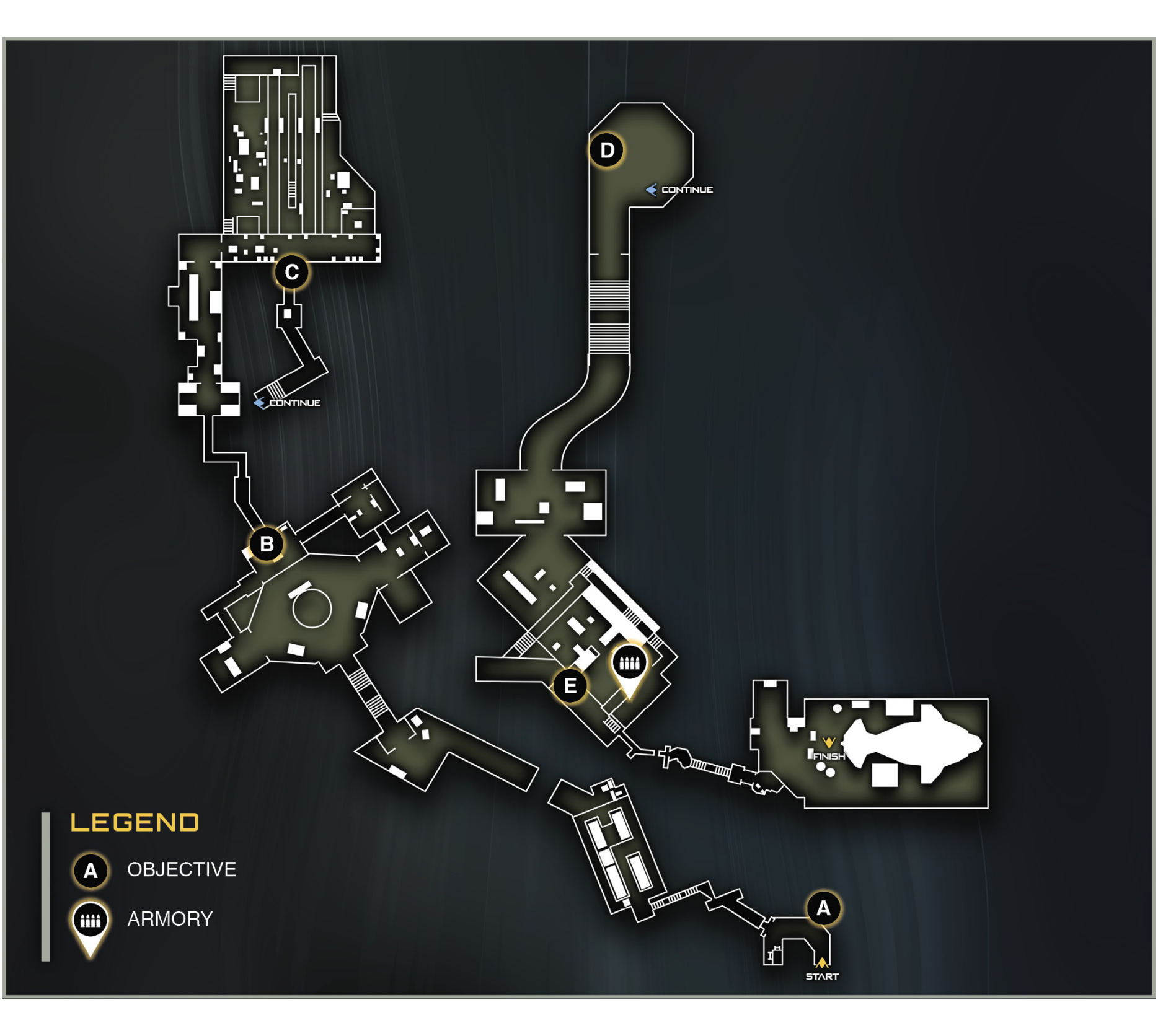
Bio: An SDF Ace pilot squadron commander, intel identifies Gil as the most skilled aerospace fighter in the Skelter air-wing.

Location: SDF Ace that appears at the end of Operation Sudden Death.



Campaign Walkthrough

Operation Dark Quarry



Location: Mercury

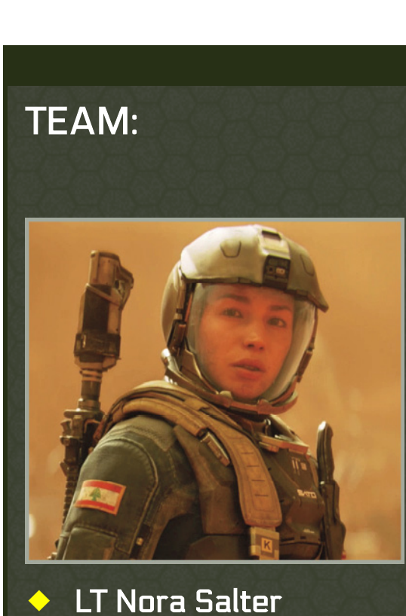
Target: UNSA Mining Colony

Mission Summary: Armed recon to assess UNSA mining facility.

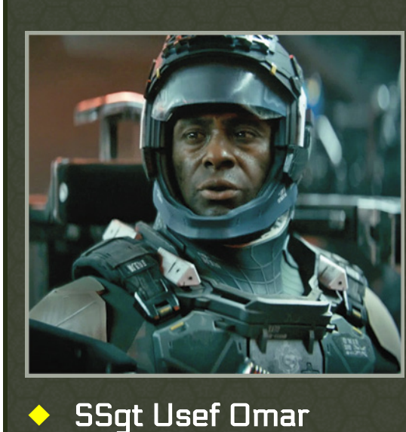
Mission Description: The primary UNSA Mercury asteroid mining facility went dark, and we need to find out what happened to the facility, and report back to UNSA command.

Unlockable Perk: Quick Swap

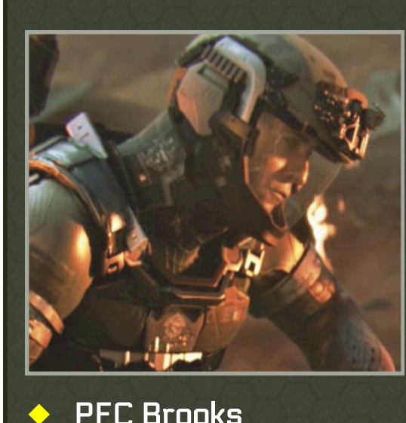
TEAM:



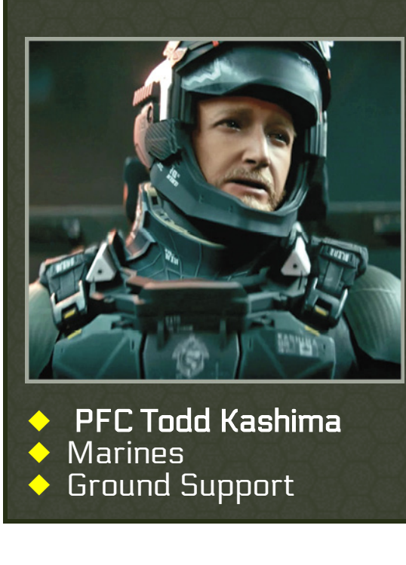
- **LT Nora Salter**
- SCAR
- Ground Support



- **SSgt Usef Omar**
- Marines
- Ground Support



- **PFC Brooks**
- Marines
- Ground Support



- **PFC Todd Kashima**
- Marines
- Ground Support

After the Retribution arrives at Mercury, you find the asteroid that houses the mining facility is way off course. You need to get down there and stop it before it gets too close to the sun.

GRIFF'S RECOMMENDED LOADOUT:

WEAPONRY

- **Primary:** Type 2

- **Secondary:** Erad

TACTICAL

- ATAD

- Hacking Device

LETHAL

- Anti-Gravity Grenade

- EMP Grenade

ADDITIONAL ADVICE

You will only be fighting robotic enemies on this level (no SDF human forces), so you want to pick energy-type weapons. Griff suggests two good energy weapons. You'll be using the Erad in shotgun mode, so it's not a bad idea to take a longer-range assault rifle like the Volk instead of the Type 2.

OPERATION DARK QUARRY

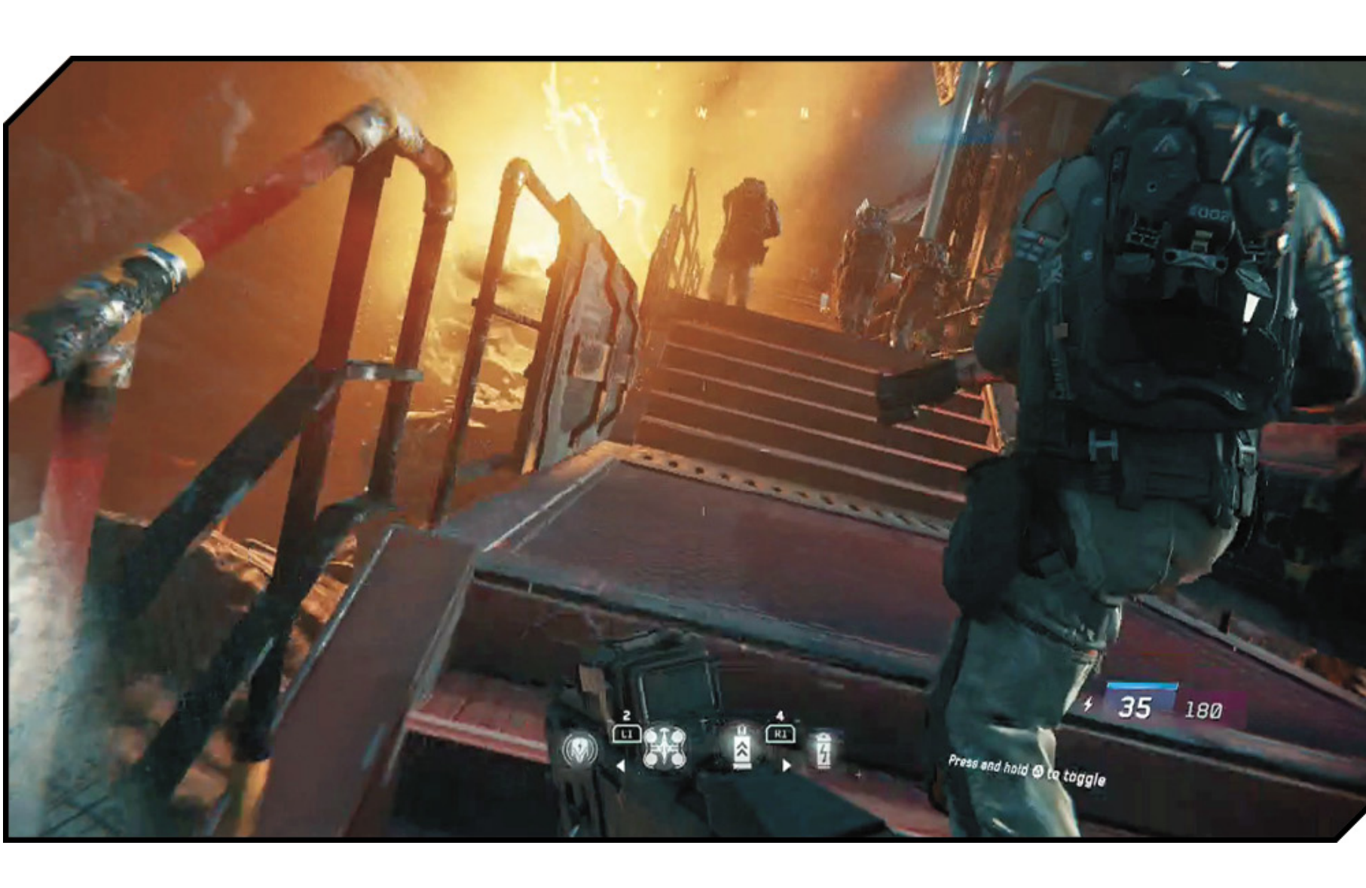
Complete Operation Dark Quarry on any difficulty to earn this Achievement/Trophy.

You're back with Staff Sergeant Omar on this mission, and he's waiting for you inside the transport in the hangar.

Get your Booster Rig on with the Activate button and head out of the ship.

A OBJECTIVE: Locate the source of the transponder signal.

The asteroid is in a dangerous zone, too close to the sun. Throughout this level, you have to be cautious not to be caught outside when the asteroid is facing the sun. If you get too much exposure, it's sure death.



Follow your squad up, but be ready to sprint. As soon as the bay door slides up, sprint out the door and across the ruined mining walkway.

When you make it to the other side, you will be in the safety of the interior shade of the building. At the other end of the structure, Salter finds the source of the distress beacon.

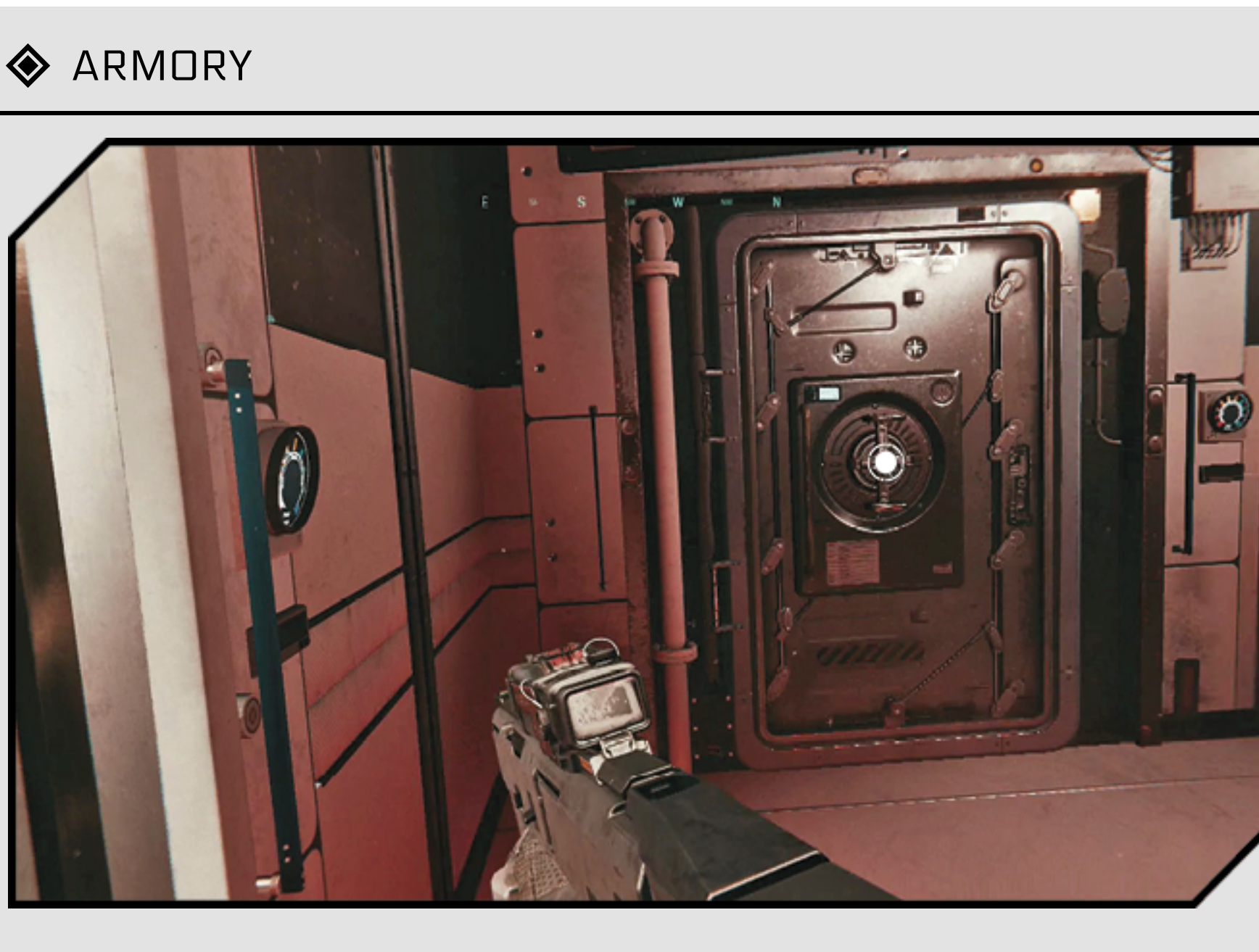
B OBJECTIVE: Look for survivors.

Wait for your team to give the go and sprint out the door. You fall on the jump no matter how you take it. Recover by continuing your sprint across to the open door.

The inside door is clear. Peek or kick the door open, and follow your squad down the corridor.

The corridor leads into living quarters. It's time to do some exploring!

ARMORY

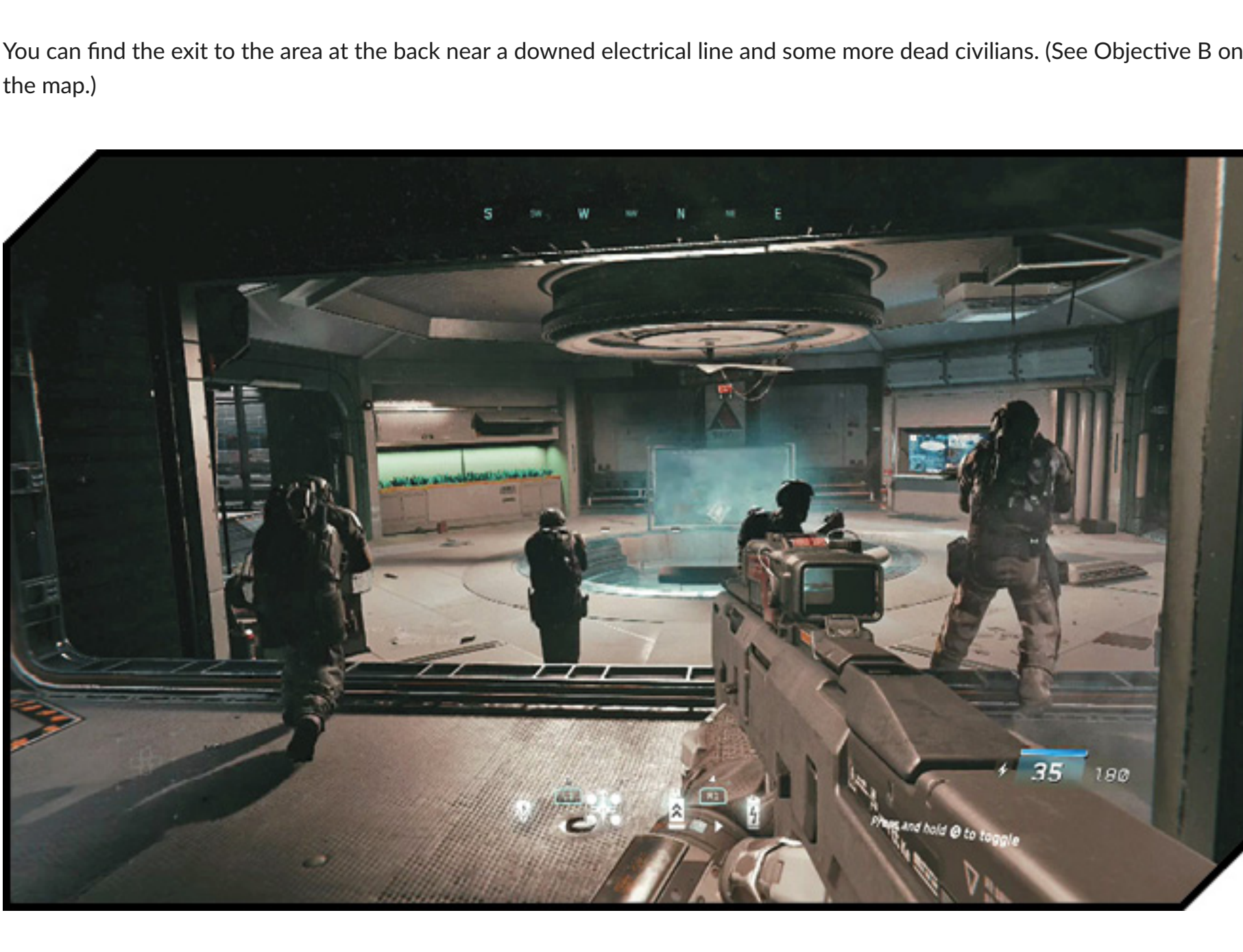


You can find this armory near where the vending machine has toppled onto the civilian. (This is where Omar is located.) Facing the kitchen sink, with your back to the room that Brooks is standing in, look to the right corridor. Walk down that corridor, and the armory is on your left.

The armory is cleaned out, but Kashima has a nice surprise for you.

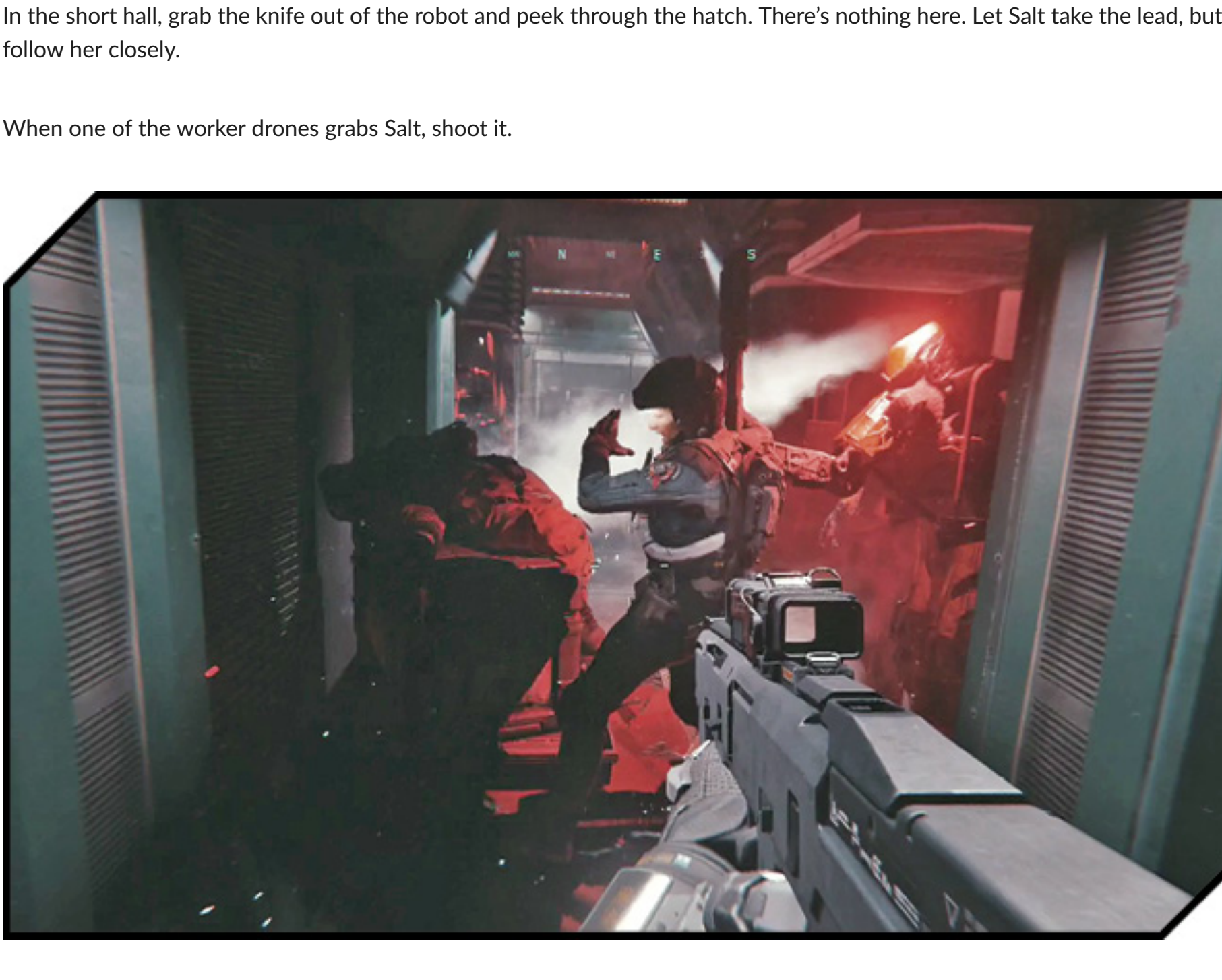
There are no enemies in this area, so it's definitely worth taking a moment to have a talk with Kashima in the armory before moving on.

You can find the exit to the area at the back near a downed electrical line and some more dead civilians. (See Objective B on the map.)



In the short hall, grab the knife out of the robot and peek through the hatch. There's nothing here. Let Salt take the lead, but follow her closely.

When one of the worker drones grabs Salt, shoot it.



Before helping Salt open the hatch, ready your short-range weapon. As soon as you're through the door, toss an Anti-Gravity or EMP Grenade at the robot group to ensure they can't charge your position in full force. Use your weapon to mop up any survivors.

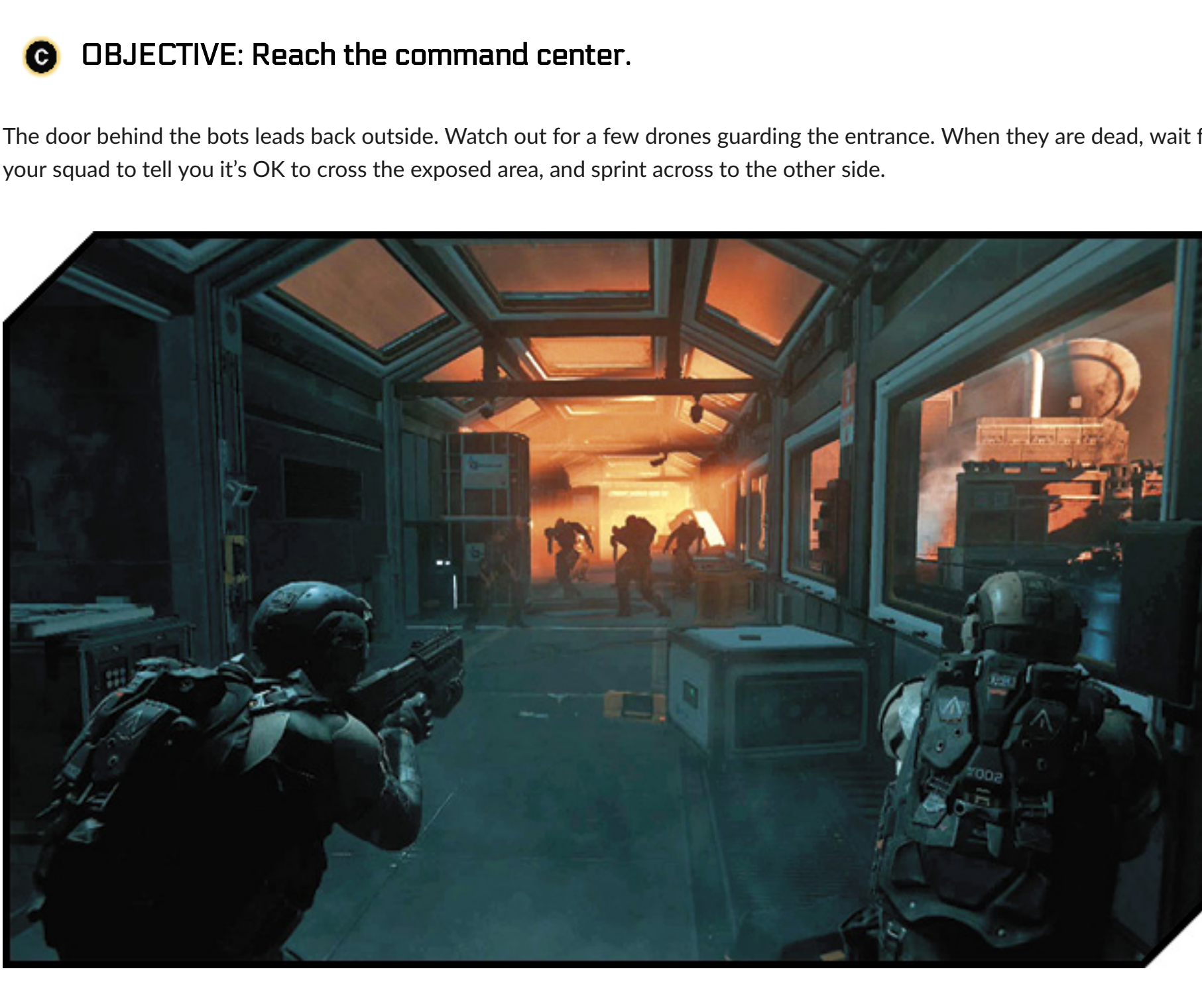
HOT WIRED DRONES

The drones in this section of the level are different from the ones you have encountered on previous levels. Since these are mining drones that aren't armed with weapons, they charge you and use melee attacks. If you don't inflict lethal damage, they can start a self-destruct mode. If this happens, shoot them before they can crawl to you and explode. You can tell when they are about to explode by the high-pitched noise they make once they initiate self-destruct.

As your squad proceeds down the hallway, more drones attack. Hang back and pick them off from afar. You will want to save your Lethal weaponry for later battles.

C OBJECTIVE: Reach the command center.

The door behind the bots leads back outside. Watch out for a few drones guarding the entrance. When they are dead, wait for your squad to tell you it's OK to cross the exposed area, and sprint across to the other side.

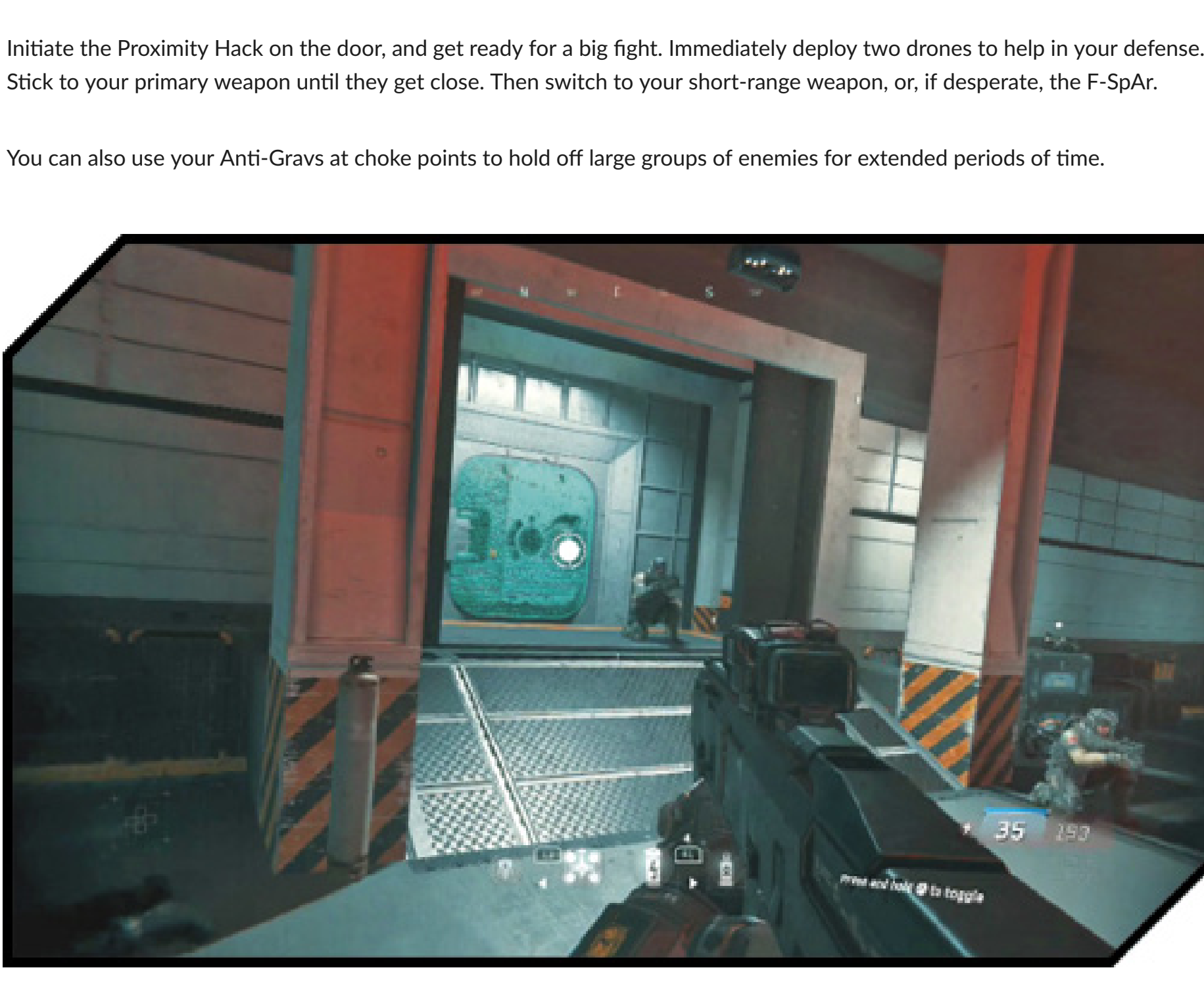


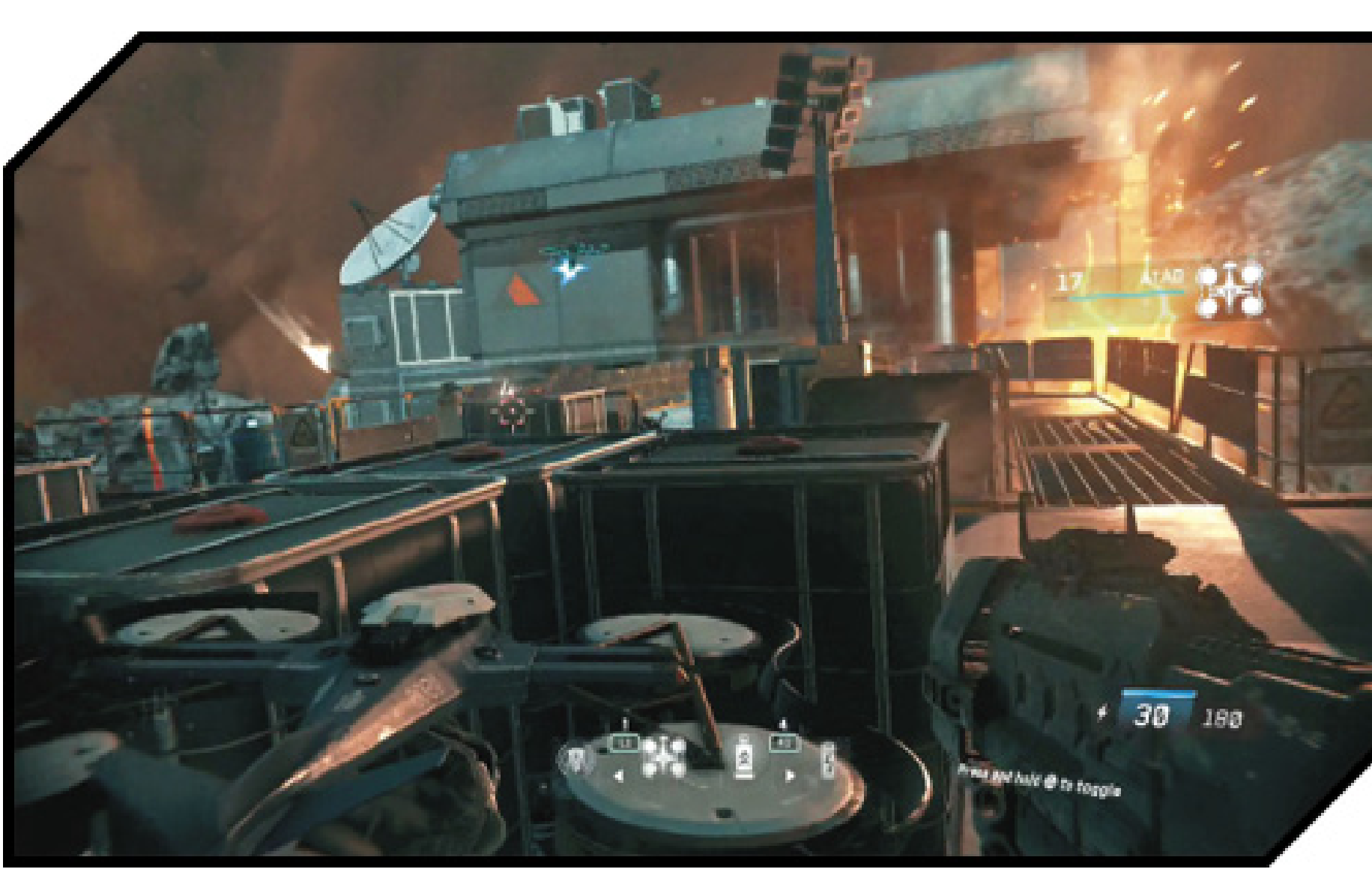
You now need to hack your way into the control room. Before initiating the remote hack, explore the area. There are a lot of goodies here to make your defense during the Remote Hack easier. Nearby boxes contain Anti-Grav Grenades. There are also ammo crates and a KBAR-32 on a dead soldier.

The real prize here, though, is the F-SpAr Torch that is sitting atop a crate on the back wall. You can't refill this weapon, so use it only when you are overwhelmed.

Initiate the Proximity Hack on the door, and get ready for a big fight. Immediately deploy two drones to help in your defense. Stick to your primary weapon until they get close. Then switch to your short-range weapon, or, if desperate, the F-SpAr.

You can also use your Anti-Gravs at choke points to hold off large groups of enemies for extended periods of time.





The enemies come in waves, depending on the sun's position. When the sun is up, the enemies power up and attack in huge waves. Drones attack from both sides of the area, so stay in the doorway or use crates for cover.

Keep an eye on your Remote Hack bar, because as soon it's finished you need to Activate the door to escape the area.

D OBJECTIVE: Reach the colonists in the mines.

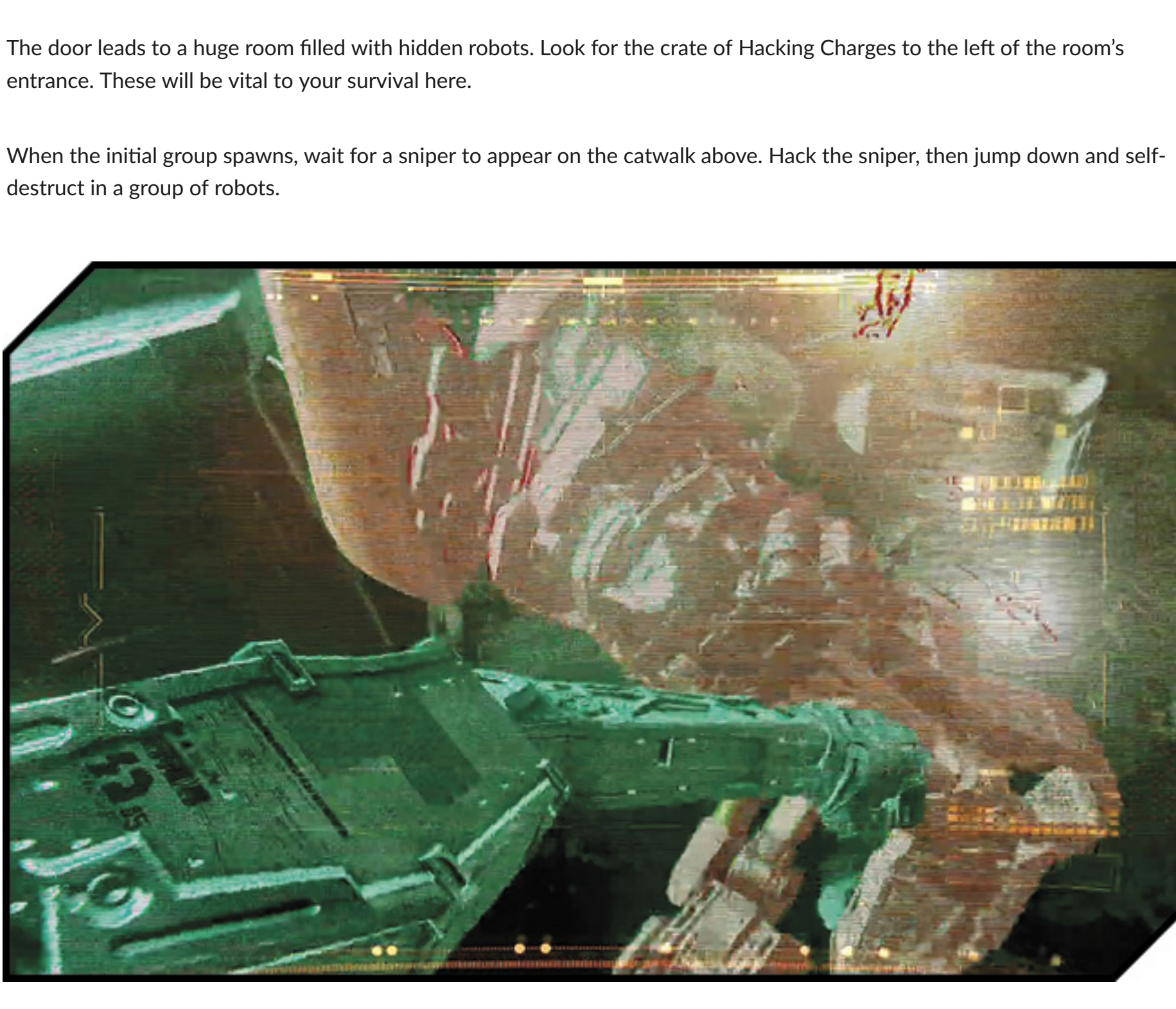
Brooks and Kashima have had enough of robots. As soon as you have the door hacked open, they charge down a corridor. Sprint closely behind them.

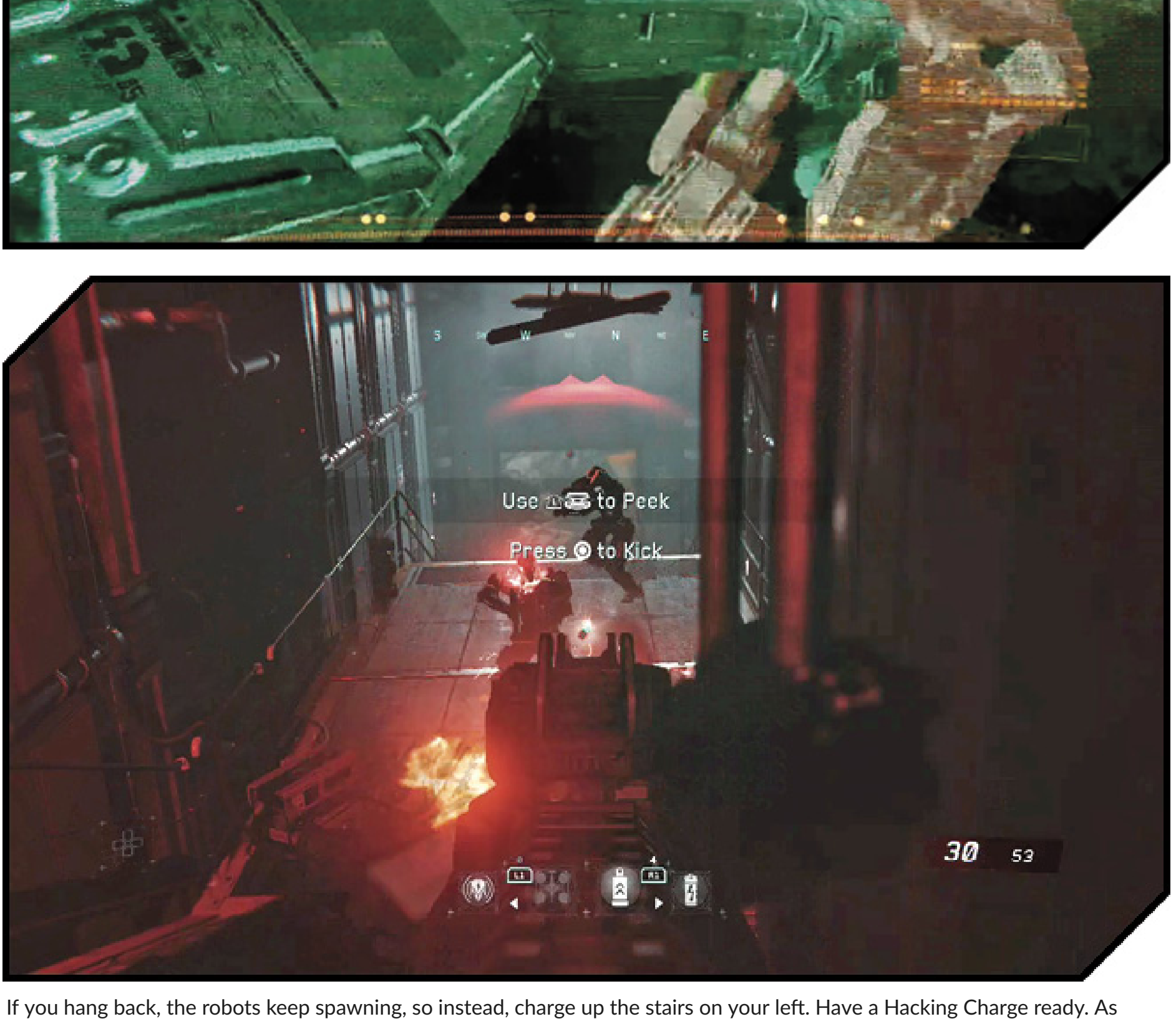
The path leads to a control room and the first sign of survivors. Follow Omar out the room exit and Activate to open the hatch.

This is another peek door, but there are robots on the other side. Toss a grenade inside, and then kick the door to dismantle the bots.

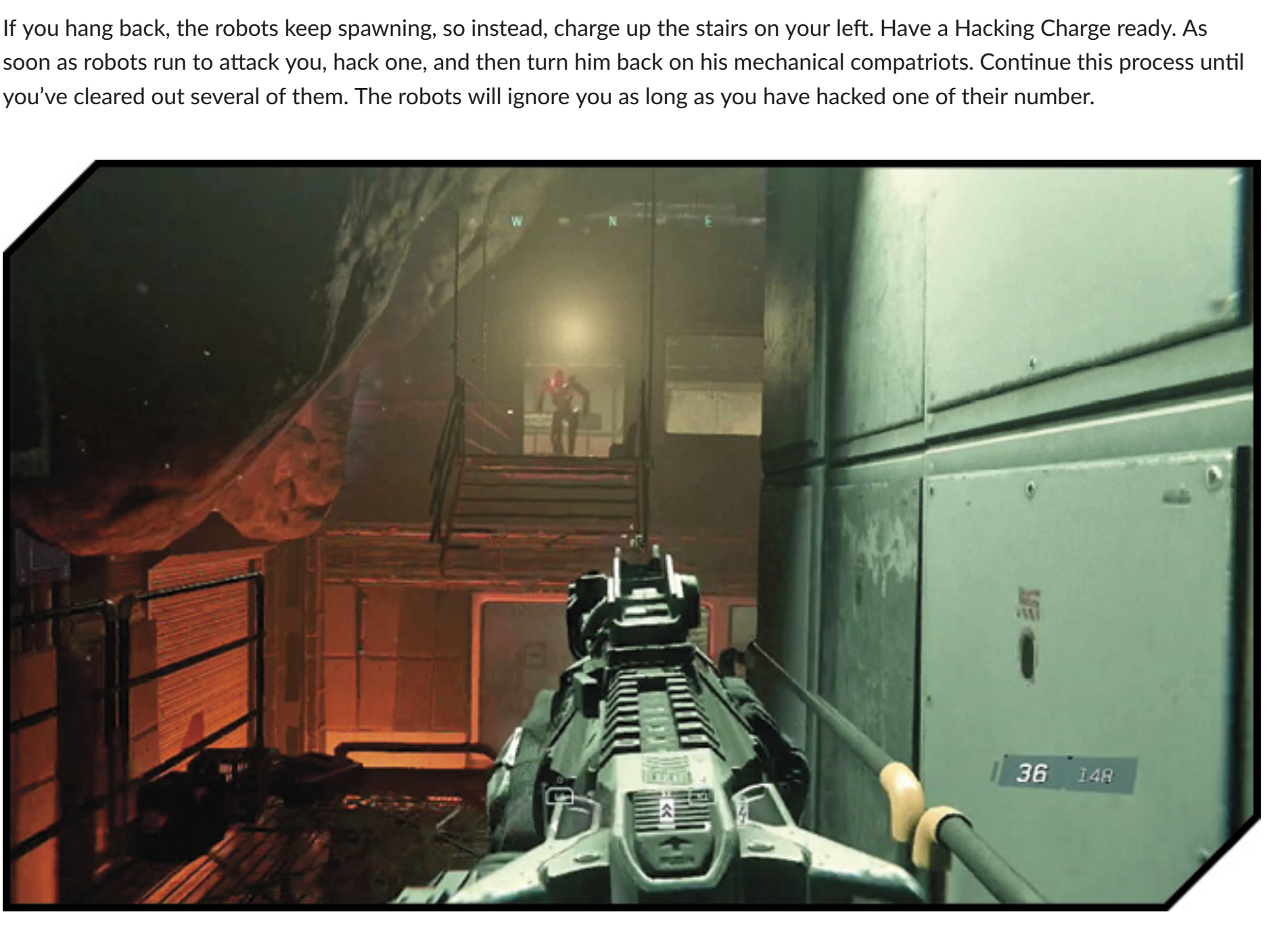
The door leads to a huge room filled with hidden robots. Look for the crate of Hacking Charges to the left of the room's entrance. These will be vital to your survival here.

When the initial group spawns, wait for a sniper to appear on the catwalk above. Hack the sniper, then jump down and self-destruct in a group of robots.





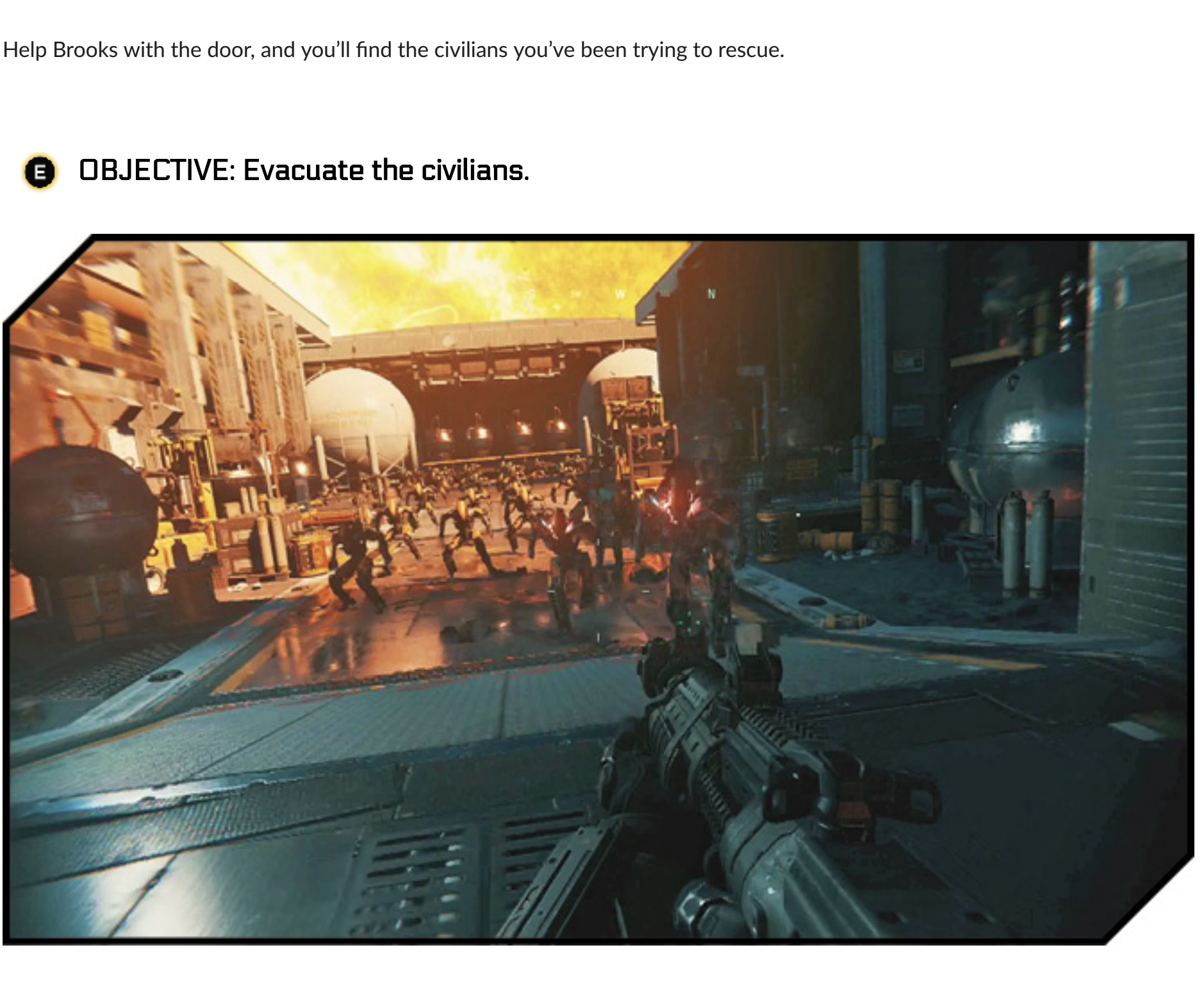
If you hang back, the robots keep spawning, so instead, charge up the stairs on your left. Have a Hacking Charge ready. As soon as robots run to attack you, hack one, and then turn him back on his mechanical compatriots. Continue this process until you've cleared out several of them. The robots will ignore you as long as you have hacked one of their number.



At the top of the stairs, hack the robot that charges across the gap. Use him to kill any surviving drones. When clear, boost jump over the catwalk gap and into the room on the other side. This leads through to another section of the mine and another busted catwalk. Keep an eye on Omar; he leads the way through.

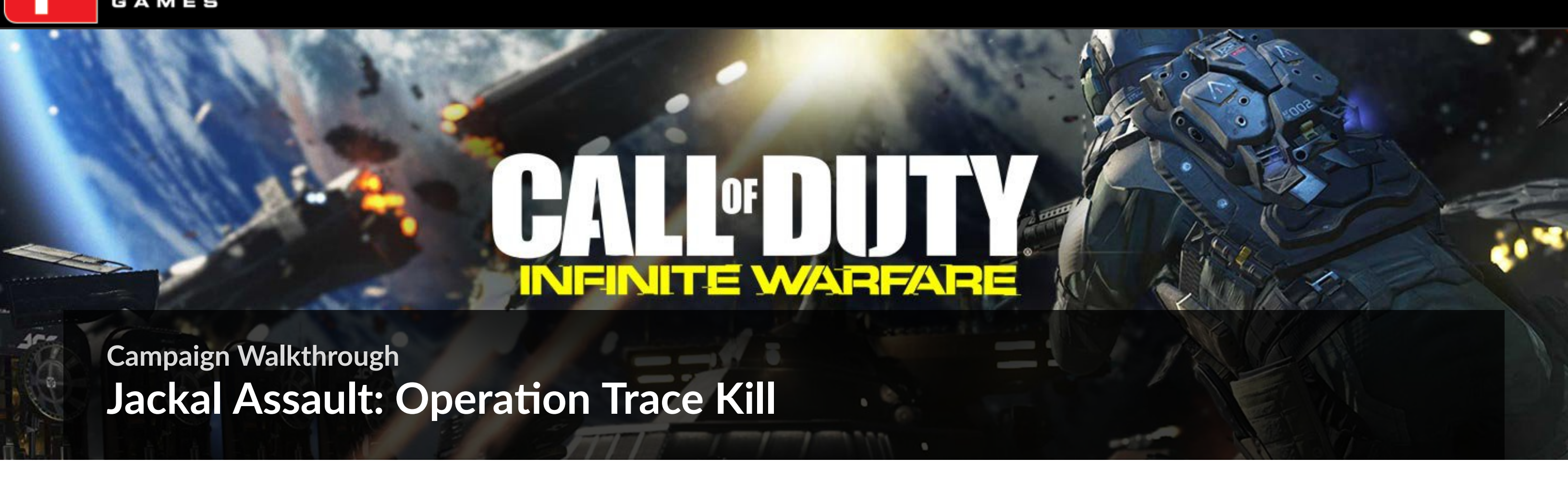
Help Brooks with the door, and you'll find the civilians you've been trying to rescue.

E OBJECTIVE: Evacuate the civilians.



It doesn't take long to formulate a plan. Unfortunately, an entire squad of drones stands between you and your escape. Rows of rogue robots will begin to activate when you step back outside. Use whatever Tactical and Lethal ordnance you have left to hold them back. Anti-Gravs, EMP, and Hacking Charges all work great against these enemies.

Keep an eye at the back of the area for your transport to arrive. As soon as it does, sprint for the back door to complete the level.



Campaign Walkthrough

Jackal Assault: Operation Trace Kill

Location: Mercury Cluster

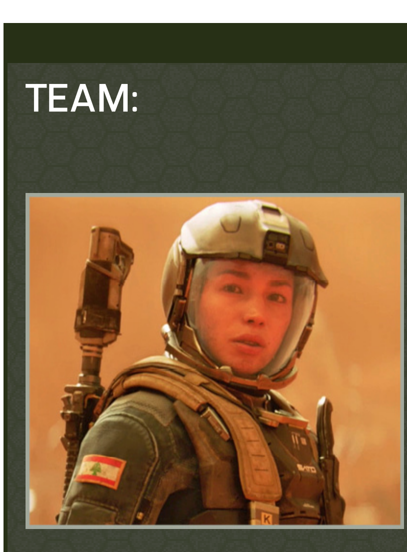
Target: Sun proximal resource sector

Mission Summary: Hit the SDF Skelter squad defending the resource sector

Mission Description: A large group of SDF Skelters and Aces are patrolling the area near the Mercury mining facility. Engage and destroy.

Unlockable Perk: Electro-Knife

TEAM:



- **LT Nora Salter**
- SCAR
- Ground Support

- **PO1 E3N (Ethan)**
- Navy
- Overwatch

Target Objectives:

- Target Objective: Eliminate the five SDF Aces
- Target Objective: Eliminate the SDF Skelters

Mission Strategy

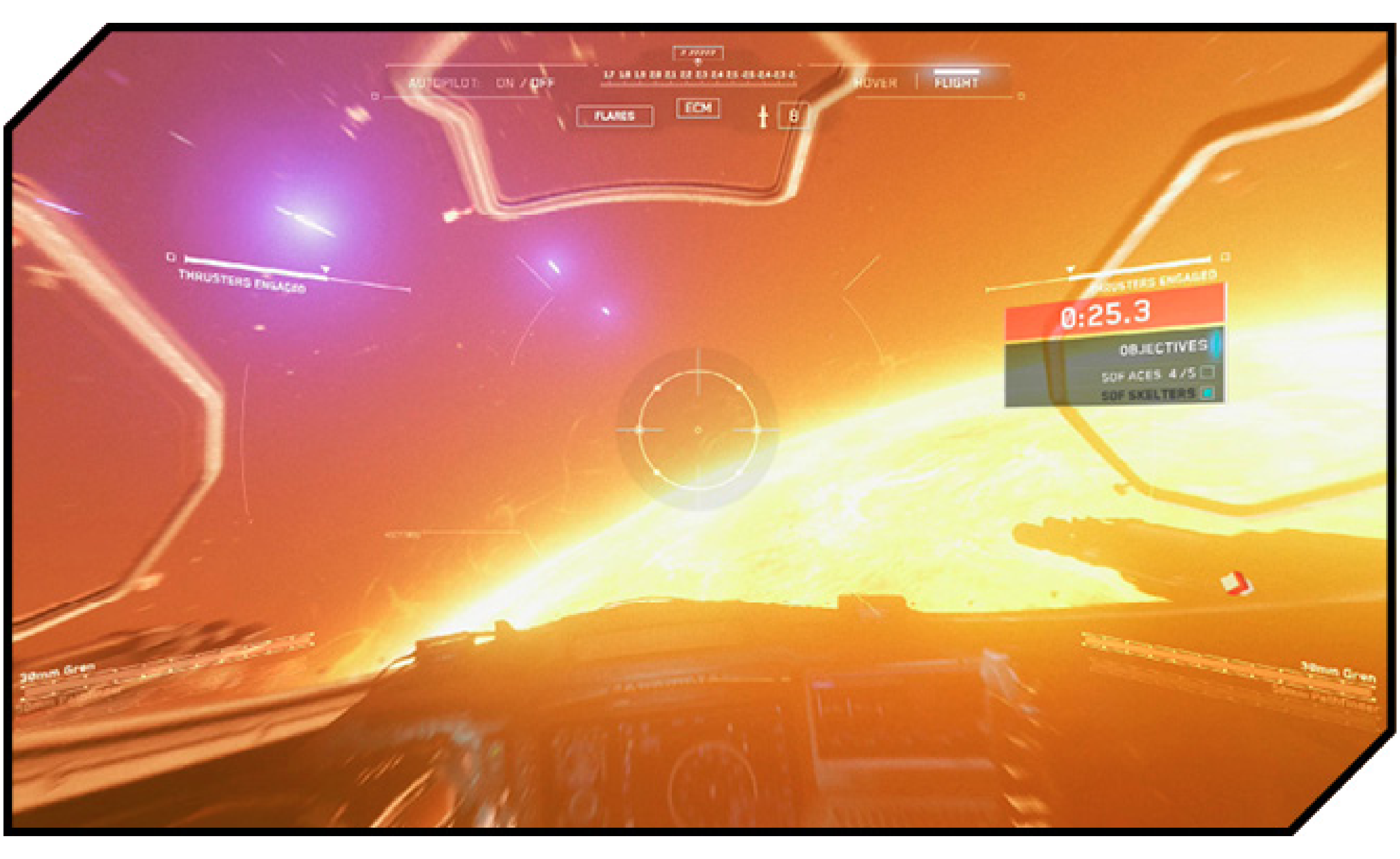
◆ OPERATION TRACE KILL

Complete Operation Trace Kill on any difficulty to earn this Achievement/Trophy.

This mission is the ultimate dogfight and will test all of your Jackal piloting skills. The field is filled with enemies and asteroids, and taking them all out is going to require some major skills, even on the easier difficulties.

To make matters even worse, you only have six minutes to eliminate all enemies before you are too close to the sun.

The key to survival here is to limit the number of Skelters you engage with all at once. To do this, stick to one side of the battlefield and try to avoid grabbing attention from more than one or two Skelters at a time.

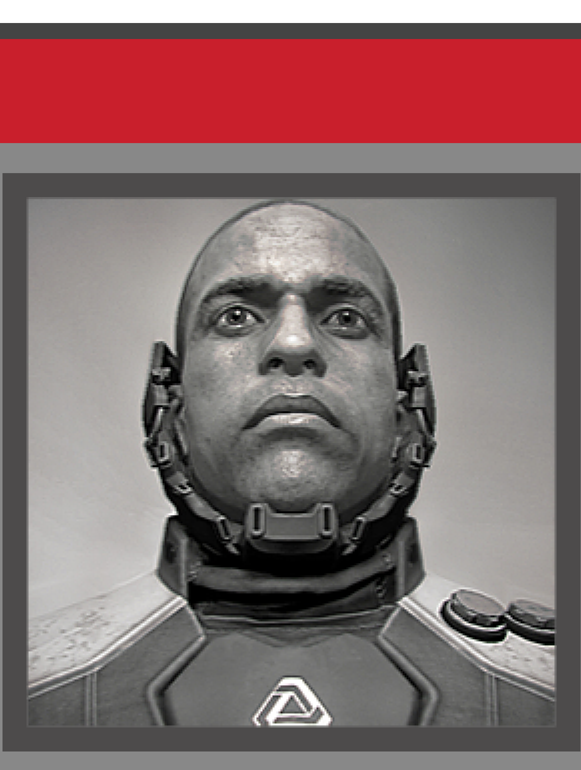


The enemies tend to fly in circles and avoid grouping up too much. Wait in one spot for a Skelter to move into range, and then engage. If the enemy is not an Ace, use your missiles. If it is an Ace, try to get some shots off with your guns before they navigate out of range.

Once you've thinned the field by about half, start chasing individual Skelters down. Keep an eye on your time limit. Shooting down each Ace takes a lot of time. Only lock on an Ace if you are directly behind it. If you lock from the side, the Ace could steer you into an asteroid. You can get some lost time back by using missiles on the regular Skelters instead of machine guns.

If you manage to shoot everyone down in the time limit, hit the Reload button to bug out before the sun melts your ship.

MOST WANTED



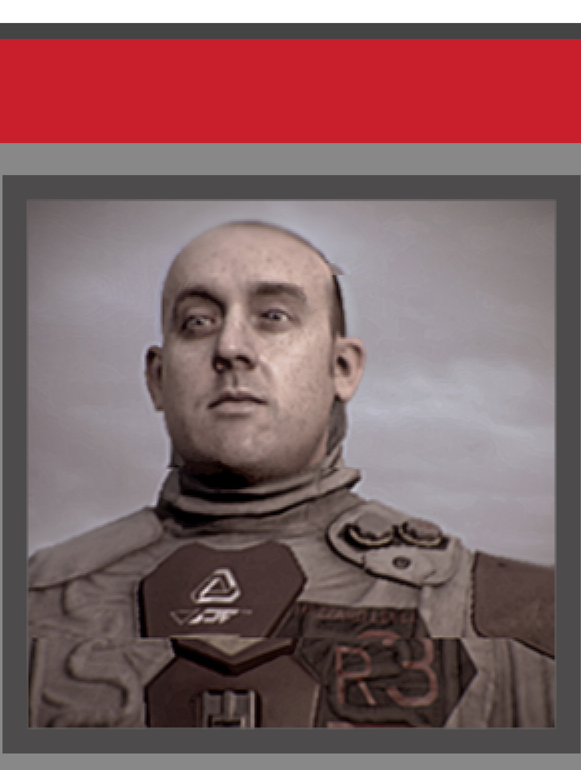
Name: CPT Yenal Khan

Vessel: SDS Centauri

Bio: The youngest captain of the SDF fleet. During the Secession Wars, Khan was amongst the SDF's many child soldiers. Recognized for leading his squad as they took and held two separate Helium-3 harvesting facilities on Ariel.

Location: SDF Ace patrolling the battlefield of Operation Trace Kill.

MOST WANTED



Name: LTJG David Schorn

Vessel: SDS Centauri

Bio: A devout believer in the SDF cause, LTJG Schorn executed his own wife and children as traitors.

Location: SDF Ace patrolling the battlefield of Operation Trace Kill.

MOST WANTED

Name: LTSG Taylor Kurosaki

Vessel: SDS Centauri

Bio: A bomber pilot during the Secession Wars. As the SDF phased out their bomber fleet, he became a Skelter pilot. He employs signature flight maneuvers honed from years spent in bomber cockpits.

Location: SDF Ace patrolling the battlefield of Operation Trace Kill.

MOST WANTED

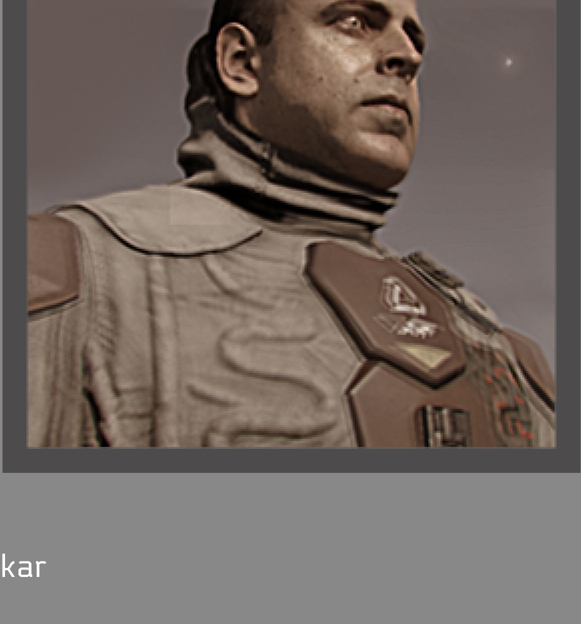
Name: LT Tom Szakolczay

Vessel: SDS Centauri

Bio: The former navigator of the SetDef Destroyer Ascraeus. Transferred to the SetDef Destroyer Iani, Szakolczay leads their Skelter wing.

Location: SDF Ace patrolling the battlefield of Operation Trace Kill.

MOST WANTED



Name: LTSG Suresh Malakar

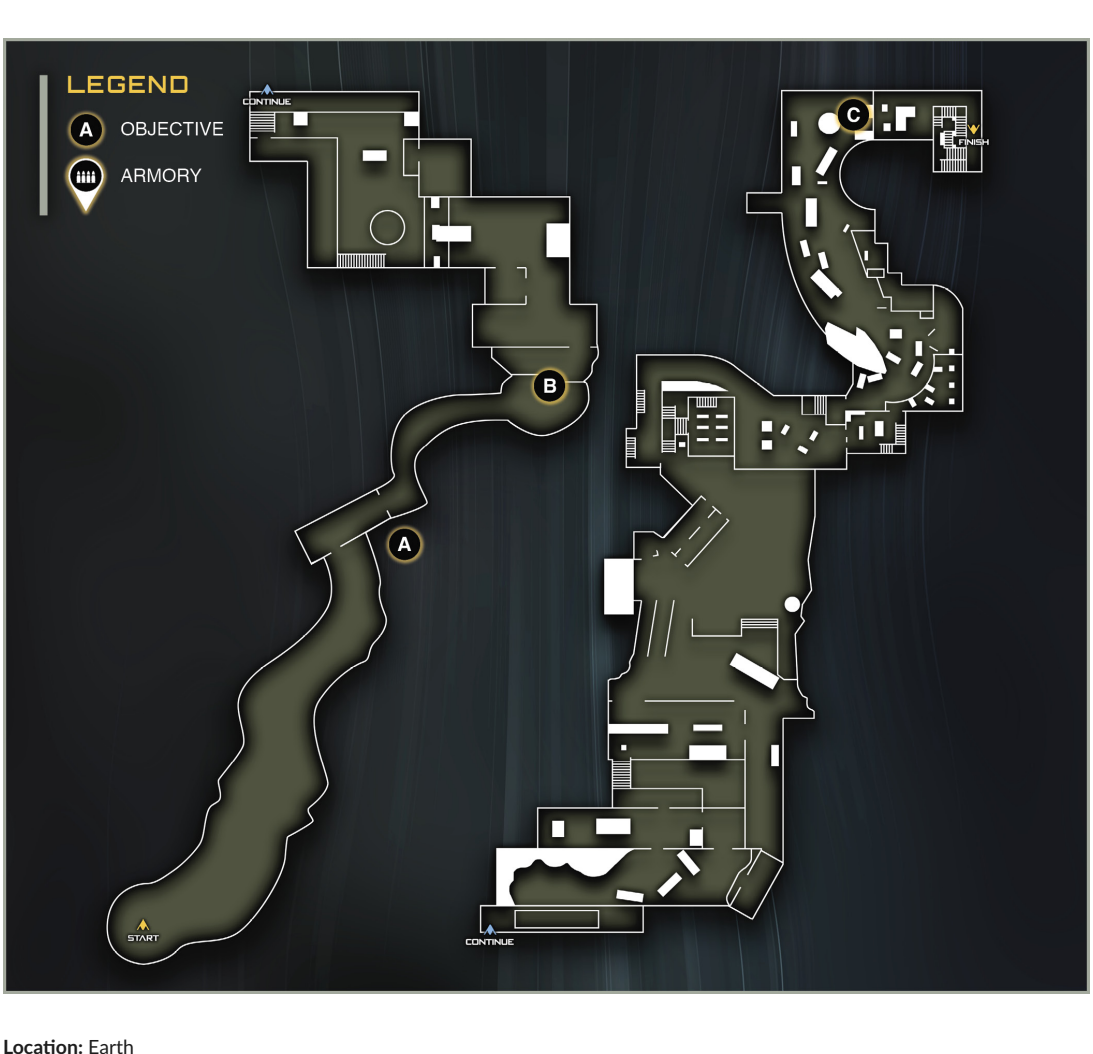
Vessel: SDS Centauri

Bio: Malakar was part of the infamous "Dione Massacre," the SDF campaign to take the moon Dione from the UNSA. Malakar graduated officer training school before he was 17.

Location: SDF Ace patrolling the battlefield of Operation Trace Kill.

Campaign Walkthrough

Operation Black Flag



Location: Earth

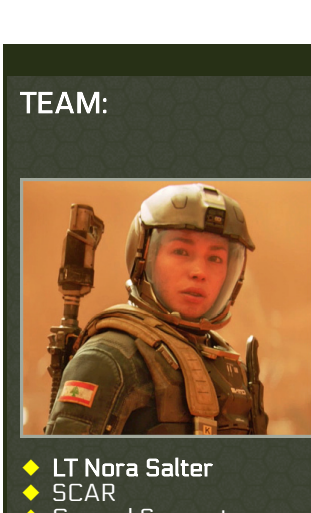
Target: Olympus Mons

Mission Summary: Ambush SetDef fleet in Earth's atmosphere.

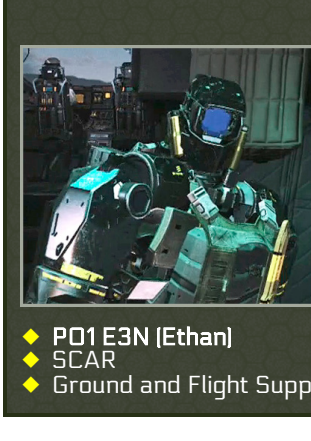
Mission Description: Prisoner Riah is being escorted to Geneva. You will extract his signaling device to fool the SDF fleet into thinking the UNSA is unprepared for an invasion.

Unlockable Perk: Agility

TEAM:



- **LT Nora Salter**
- SCAR
- Ground Support

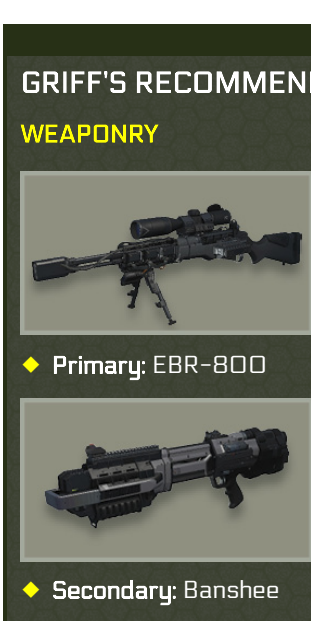


- **PO1 E3N (Ethan)**
- SCAR
- Ground and Flight Support

GRIFF'S RECOMMENDED LOADOUT:

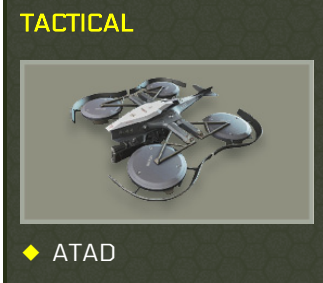
WEAPONRY

- **Primary:** EBR-800



- **Secondary:** Banshee

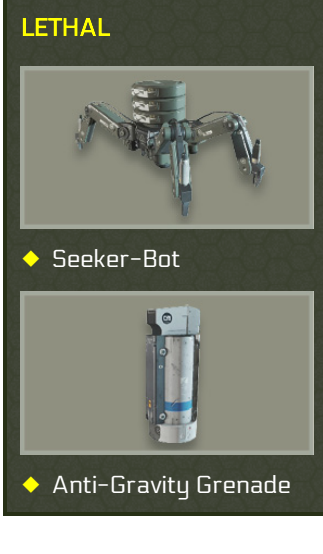
TACTICAL



- ATAD

- Retractable Shield

LETHAL



- Seeker-Bot

- Anti-Gravity Grenade

LAST CHANCE FOR SIDE MISSIONS

Before you activate Operation Black Flag, note that this is your last chance to do any side missions on this playthrough. This is important if you are going for some of the playthrough-dependent Achievements or Trophies.

◈ OPERATION BLACK FLAG

Complete Operation Black Flag on any difficulty to earn this Achievement/Trophy.

ADDITIONAL ADVICE

Griff's advice on this mission is solid. The EBR doubles both as an assault rifle and sniper rifle, making it the perfect fit early on. Be sure to attach the Tracker Chip to your EBR-800 scope if you have it available. The chip and the shield's scanner pulse are both priceless for detecting enemy locations in this low-light mission. A shotgun-enabled ERAD with a thermal scope also makes a great secondary on this mission for the sake of versatility.

You'll be fighting alongside Ethan again, and Salter will be flying the transport. Enter the transport and Activate the spot at the front of the ship.

Prisoner Escort

Unfortunately, things with the convoy aren't going well, and it's up to the SCARs to get your prisoner back before he can warn the SDF.

A OBJECTIVE: Find the crashed UNSA transport.

Ethan uses his advanced navigation systems to locate the truck. Follow him out the back of the transport and through the bridge wreckage.

In the middle of the debris is the crashed transport. Activate the door, and you'll find Major Auguste inside.

B OBJECTIVE: Stop Riah from calling in the SDF fleet.

Riah has escaped, and you need to get him before he can remove his transponder.

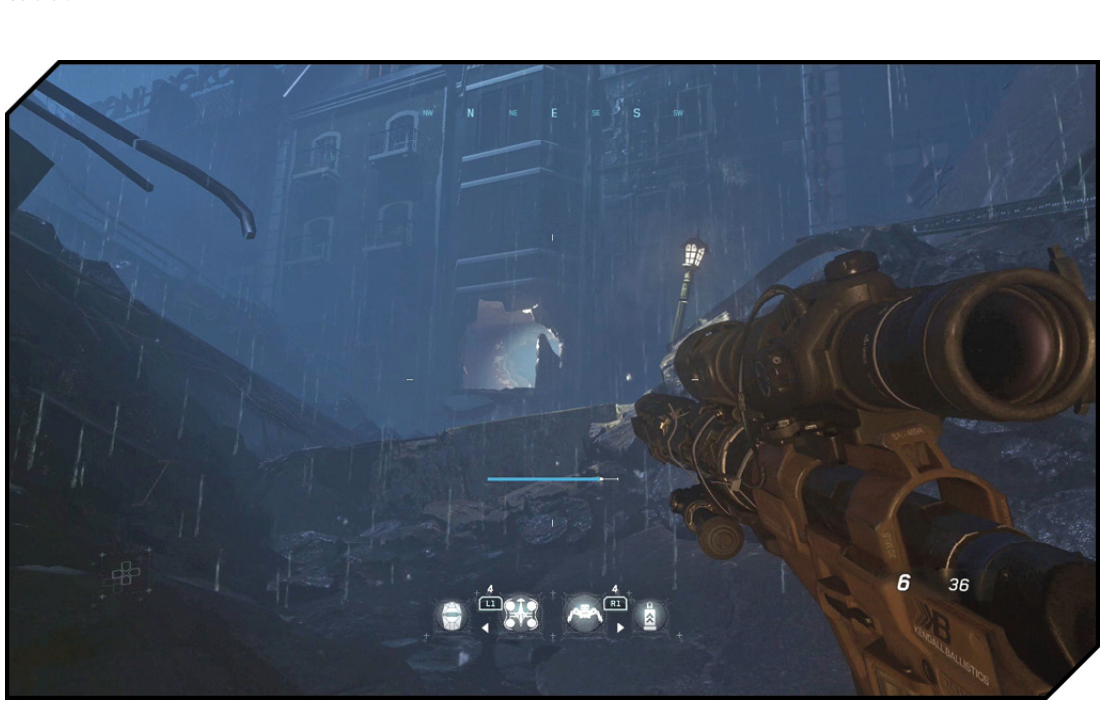
This first half of the mission is a chase. Luckily, Riah won't get away if you take too long to catch him. The enemies on this level are well armed and armored, so take your time as you move through each section, making sure the area is clear before proceeding.

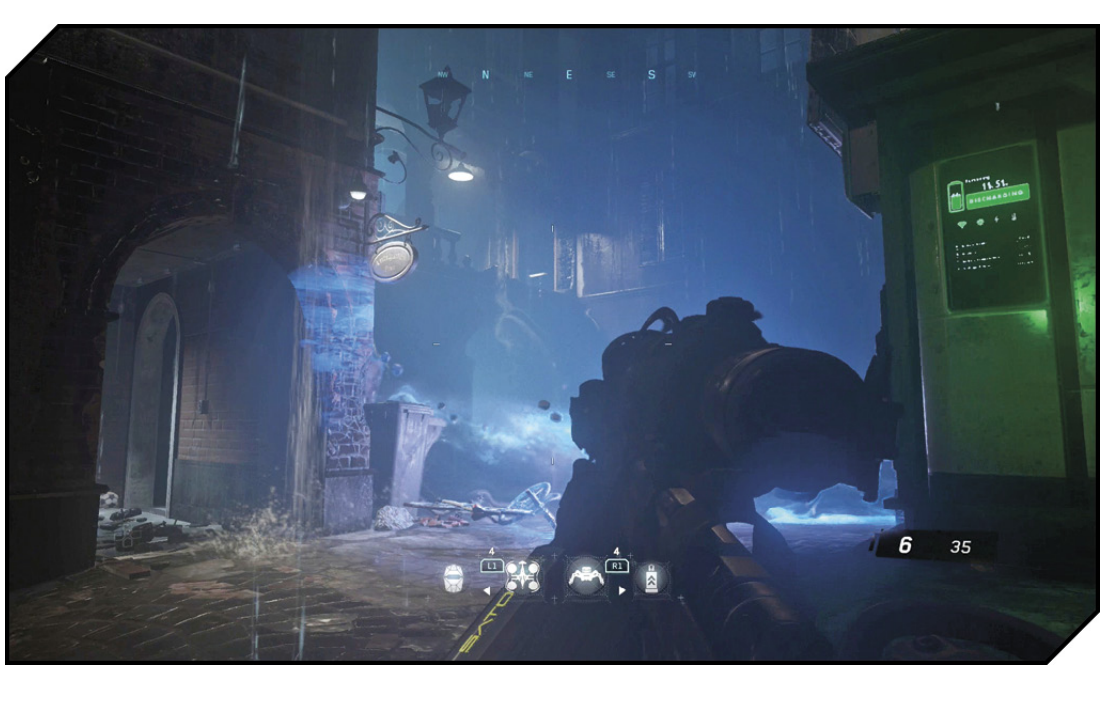
If you followed Griff's outfitting advice, you should have both a sniper rifle and a shotgun. Both will be required, depending on what section of the level you are on. We'll refer to both throughout this chapter, assuming you have one or the other available. If you missed grabbing a sniper or scoped assault rifle, there is a longbow to find about halfway through the mission.

Move down the tunnel until you slide to the bottom. Double-jump up to the road above. You can catch of glimpse of Riah in an opening above. Have your sniper ready and down the soldier that pops up in the doorway.

There's a trap in the alley on the other side of that doorway. Jump down and take cover. The enemies deploy an Anti-Gravity Grenade. There is one soldier below, and one on a railing above. It may be hard to get a visual on them, so use the scanner pulse on your shield to more easily pinpoint their locations.

This is a good spot for a Seeker-Bot. Deploy one after the Zero-G effect goes away, and it will take care of the bottom soldier.



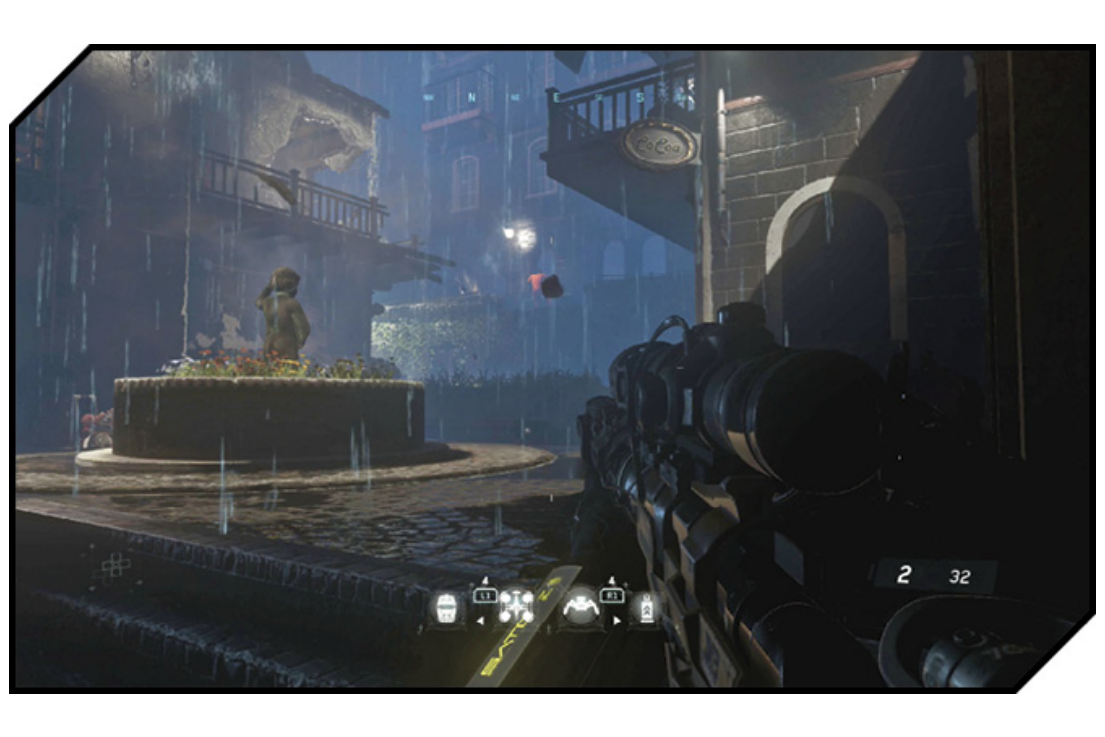


BLINDING LIGHTS

The guards on this level use blinding flashlights. This can make it harder to target them. Generally, you can use these lights to your advantage. In most cases, if you shoot at the flashlight, you will hit the enemy.

Three more SDF are in the next area, and immediately engage you as you approach. There are two on the left and right sides of the second floor structure, and one down on the street.

You'll see Riah make a jump through to another building on the second floor. Climb up there with a double-jump. There are more enemies defending him on the lower level. Use your sniper rifle to creep around the corner and headshot them.



As you emerge back onto the street, a destroyed building shifts its weight above you. When you see this, immediately sprint directly ahead to the rubble. You'll need this for cover. There is an SDF sniper on the second floor building at the back of this area, and another in the middle of the street. After you've taken those two guys down, the area isn't completely clear. There is a C8 drone hiding behind a car on your left. He uses Anti-Grav grenades as you approach. Use a Seeker-Bot to flush him out.

Once the area is clear, jump up to the brightly lit door where the sniper had perched. The armory for this mission is inside. There's an array of weapons for all ranges of engagement and an equipment upgrade terminal inside.

Behind the robot is a bike shop. There may be a civilian in here, so be careful not to shoot her. Walk up to the door and Activate it to peek inside. Riah pushes a guard toward you; shoot the guard and kick the door.

Another guard waits for you at the top of the stairs here. Kill him and walk up the stairs. Riah has a trap ready for you; a convoy arrives and fills the shop with machine gun fire.

There are a lot of enemies here, so hang back and use all your Seeker-Bots to thin out the enemy. Don't worry, there's a Frag Grenade box in this room. On the other side of the room is a shield; this is a great thing to have for this level, as it will help you locate enemies.

As you work through this ambush, be aware that this enemy group has a second layer of support in the buildings behind the street. Shoot the bright light to make it easier to find enemies.

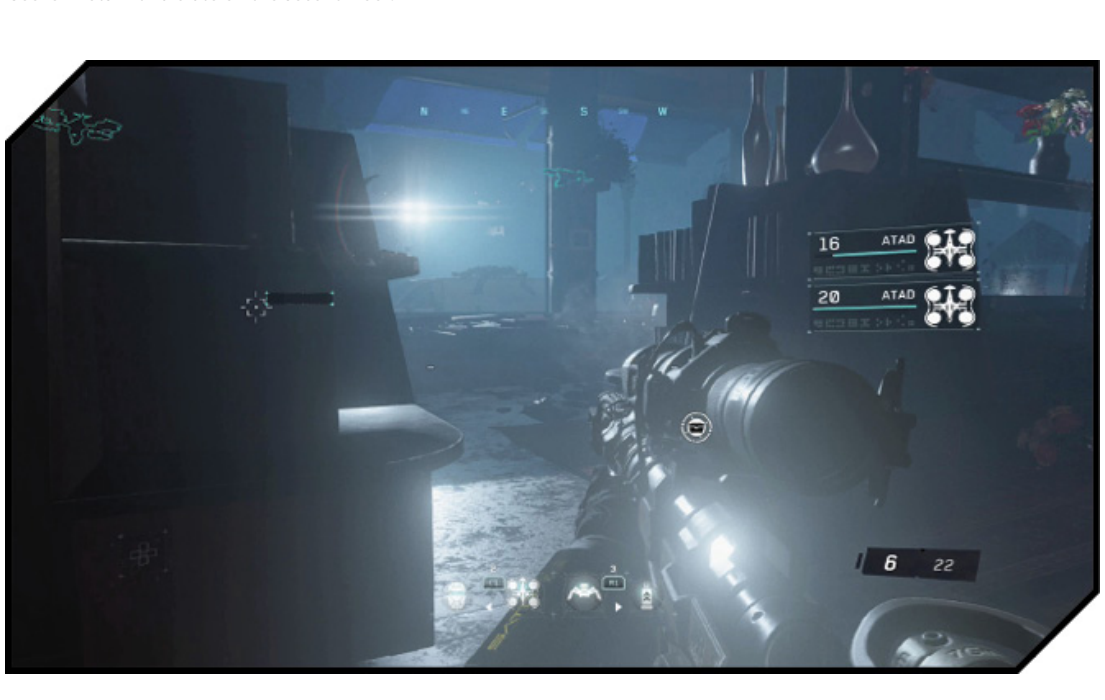
When the area is generally clear, try to make your way into the destroyed building on your left. There are many enemies inside, which you need to engage at close range, so a shotgun is recommended.

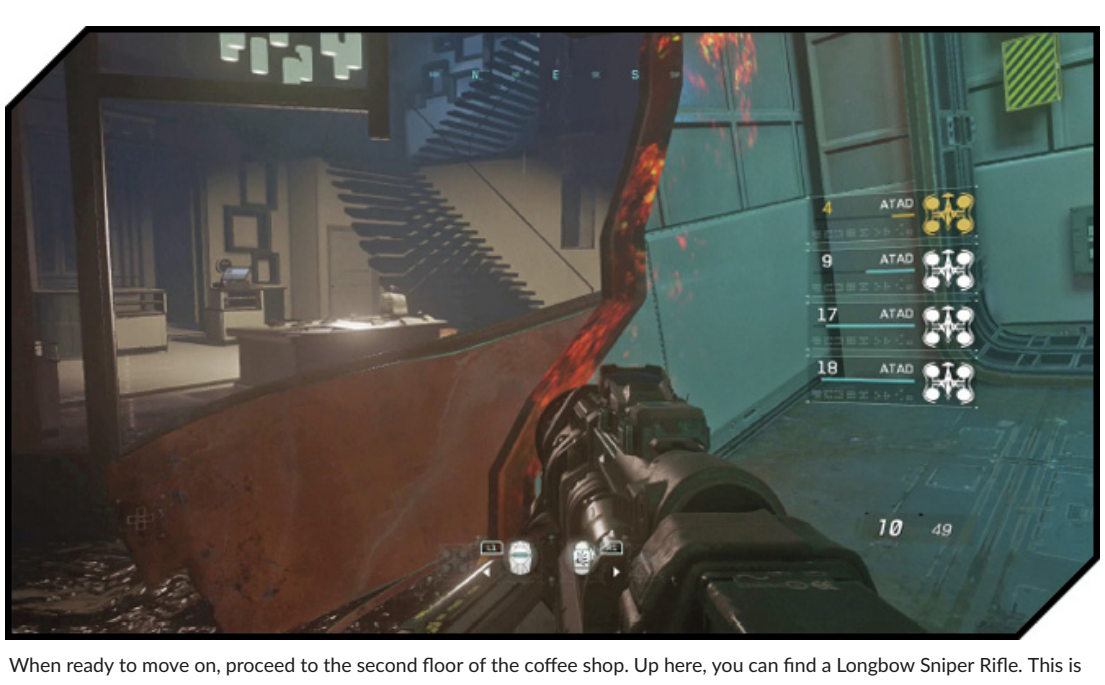
The enemy movements and positions change playthrough-to-playthrough so we can't give too much specific advice on how to get through this section. We recommend keeping your shotgun ready, and firing on anything that moves as you clear room-to-room.

Move up the double stairs on the left of the destroyed building, and then proceed to the back of the second floor of the building. Use your shield to uncover enemies hiding in doorways and behind debris. You may need to switch back to your sniper rifle if you find an enemy with a shield that is out of range of your shotgun.

When you get to the back of the second floor of the destroyed building, you find yourself in a futuristic apartment. There are plenty of enemy reinforcements around the next corner, so advance carefully. There are more Lethal Grenades ahead, so feel free to use any you have remaining to weaken the reinforcements.

Keep a look out for an ammo supply crate outside the coffee shop. Directly across from the coffee shop, you can replenish your Seeker-Bots with a crate on the second floor.





When ready to move on, proceed to the second floor of the coffee shop. Up here, you can find a Longbow Sniper Rifle. This is a very powerful gun, so add it to your collection. Once you've equipped it, a second huge defense arrives to assist Riah's escape. Use the sniper to pick off the rocket launcher soldier to the right, then the two snipers in the windows directly across.

Press and hold for KBS Longbow Custom

Continue firing with the Longbow to kill the remaining enemies. If any are stuck in cover, use a Seeker-Bot to flush them out.

Run to the gift shop where the snipers were positioned. Switch back to the shotgun and clear out the enemy that tries to jump you inside.

The gift shop exits back out to the side of a cathedral. Stay inside, and use your Longbow to pick off the two rocket launcher soldiers on the scaffolding and any other enemies you can spot with your Shield.

There are more enemies in the area below. Toss a Seeker-Bot down there, then pick them off with the Longbow while they scramble.

Just outside, you can grab a rocket launcher leaning on piece of plywood. The rocket launcher isn't a good fit for this level, so you might as well leave it behind. As you loop around to the scaffolding, use the Ammo box to refill your shotgun and sniper rifle.

Double-jump up the scaffolding and walk towards the street on the other side of the large fire. Don't jump down just yet. If you look through the scaffolding, you can see the enemies approaching on the other side. The scaffolding provides excellent cover, and you can pick the enemies off from safety up here.

When the street is clear, walk up past the cathedral. Watch out for an enemy at the fountain ahead.

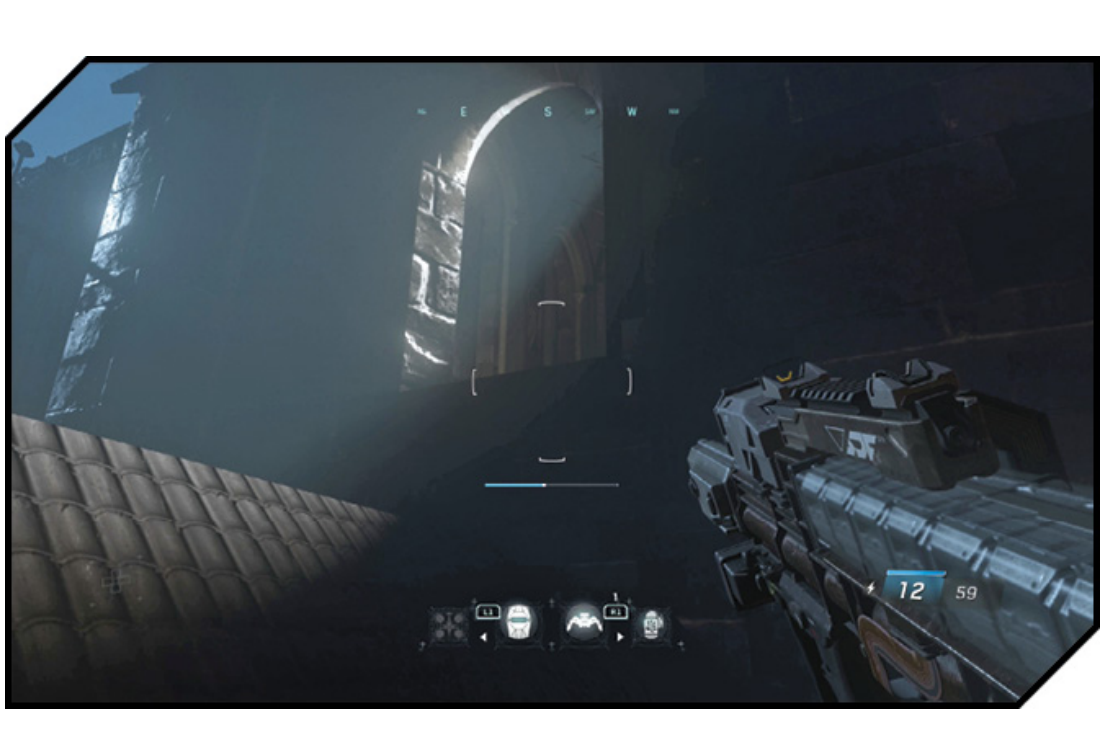
Press and hold for R3K

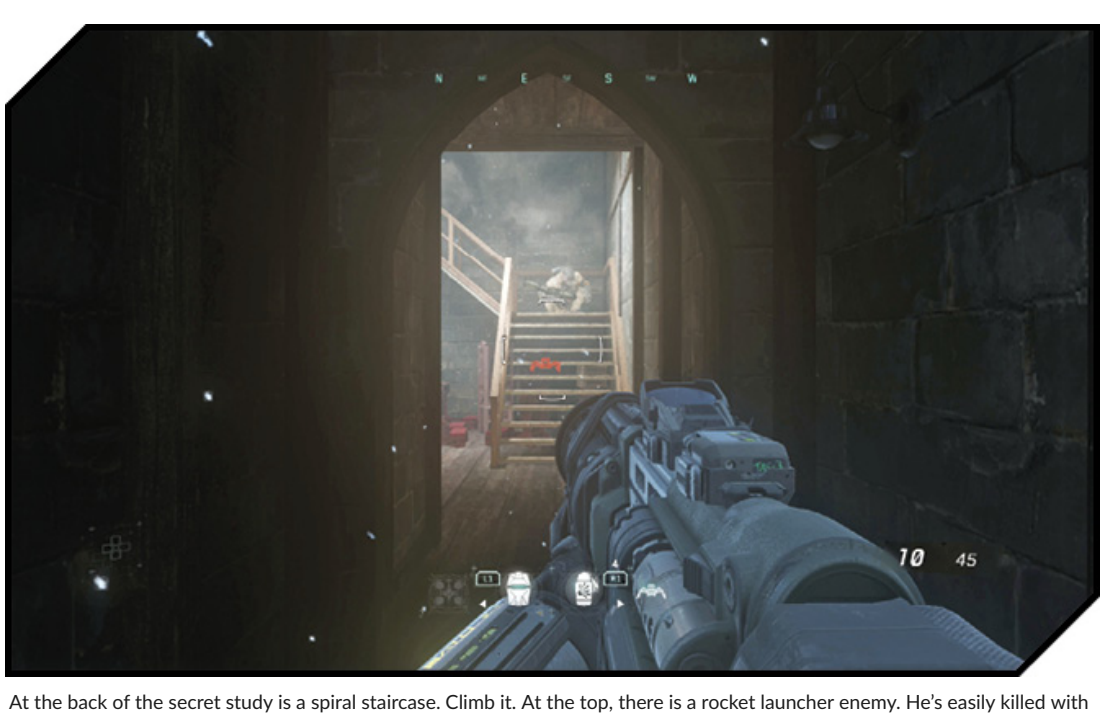
C OBJECTIVE: Climb the Annex to capture Riah.

The cathedral is the Annex, and Riah has escaped inside. Double-jump up to the second floor window in the side. Switch to your shotgun, and jump to the ledge. There are several enemies below. Drop a grenade, and unload your shotgun to clear the room.

Drop into the room and follow the back corridor around. Be ready for two more enemies—easily dispatched with the shotgun. One more SDF guards the stairs on the right. Climb to the second floor, but approach the staircase here carefully. Enemies will toss primed Frag Grenades down the stairs, so approach with extreme caution. (Your shield is handy here.)

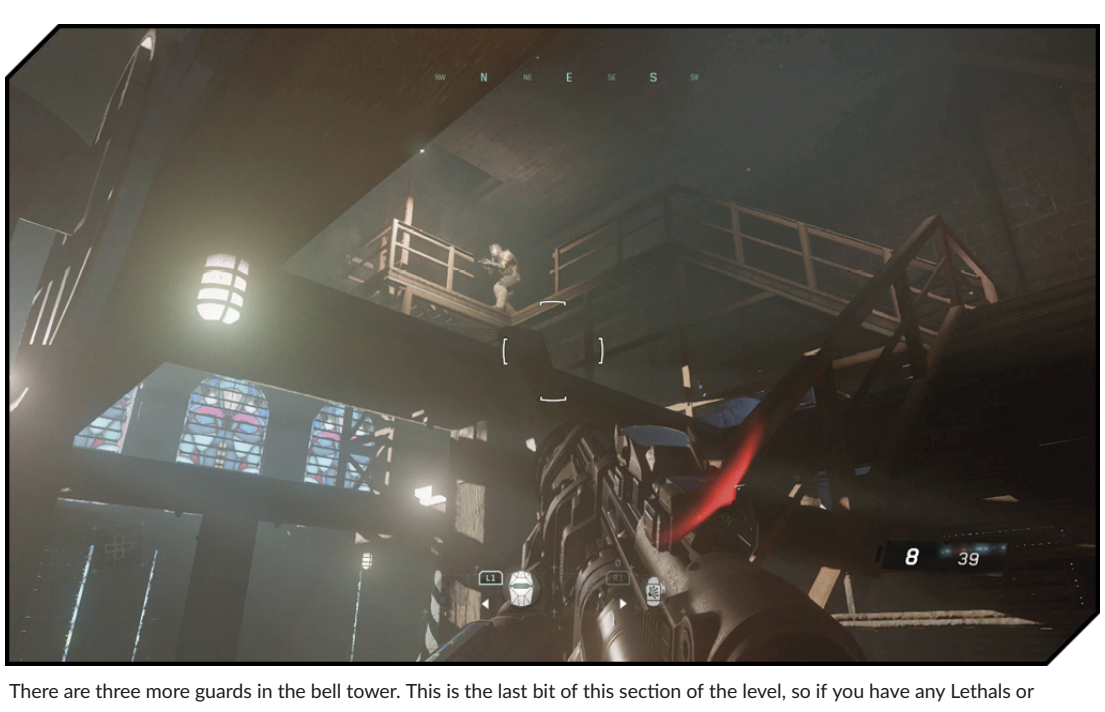
On the third floor, watch the bookcase at the back of the room. Have your shotgun ready as you approach. Shoot the bot that blasts the bookcase open. Watch out; he has backup in the secret study.





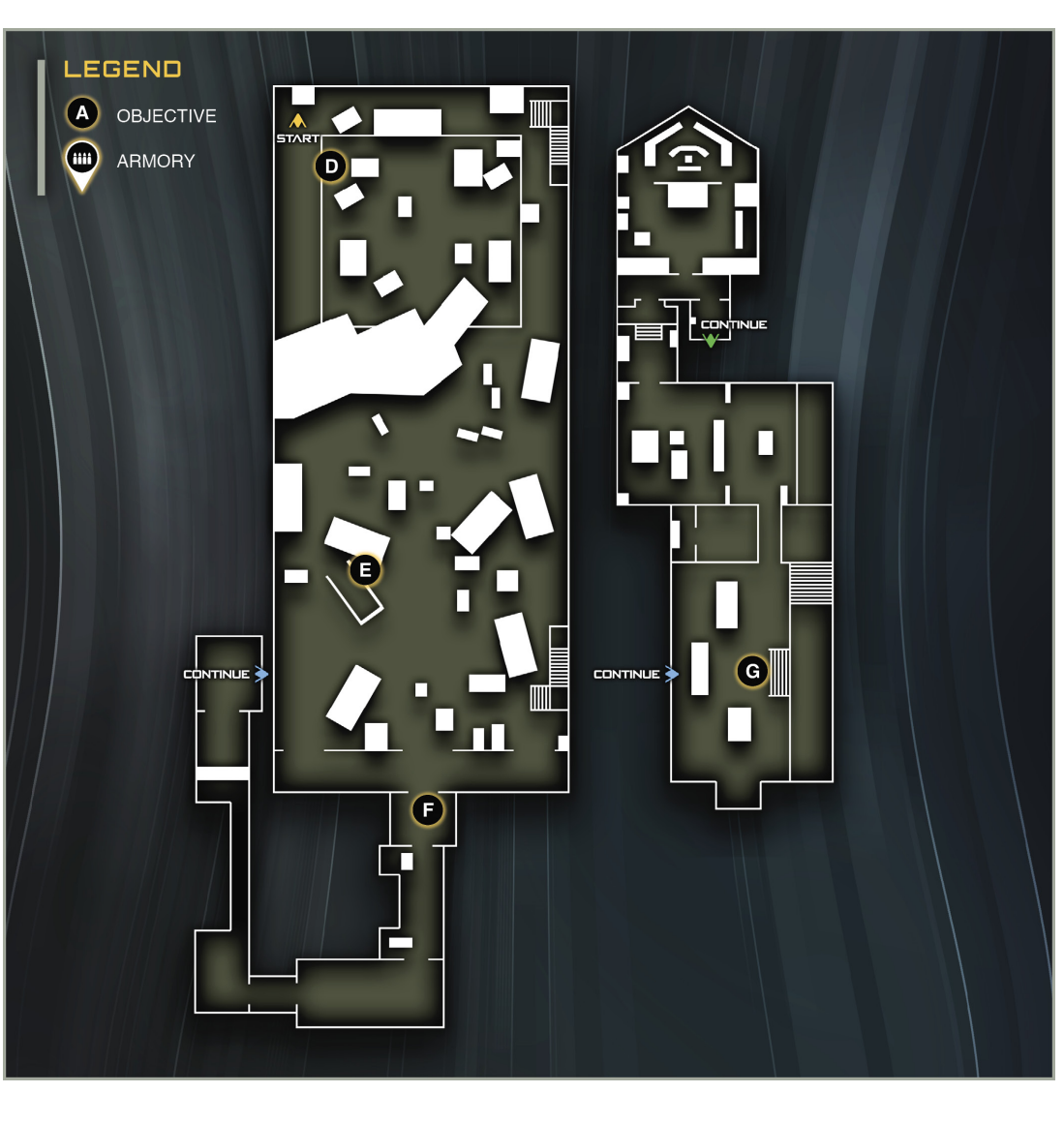
At the back of the secret study is a spiral staircase. Climb it. At the top, there is a rocket launcher enemy. He's easily killed with the shotgun, but watch out for a crawling Seeker-Bot. Shoot it with the shotgun before it gets to you.

A guard attempts to stop you by knocking a ladder down. Kill him from below, and then double-jump up to his position. Immediately take cover behind the wooden crate on the left. There are two enemies you can kill with the shotgun, but the LMG guy has good cover. Use a Seeker-Bot if you have it, or switch to the sniper rifle and creep out to shoot him between LMG bursts.



There are three more guards in the bell tower. This is the last bit of this section of the level, so if you have any Lethals or Tacticals to use, do so. Charge up the wooden stairs and exit the trapdoor at the top.

Trap is Sprung



After the cinematic, jump into your Jackal. Charge your Afterburners and take off to the Mons.

Unfortunately, you don't get too far before the Jackal takes critical damage. Hit the Activate button to eject, and then boost to make the landing.

D OBJECTIVE: Secure the hangar of the Olympus Mons.

With Salter and the rest of your team on the deck, you need to make it to the ship's bridge to cut out the heart of the SDF fleet.

You probably still have the weapons from the previous mission in your inventory. The shotgun is much less useful on this mission, but you are welcome to keep it. Take cover, and look into the first open crate for a Titan LMG.

The Titan is an excellent weapon for most of this level, but ammo is limited, so keep an eye out for crates as you advance. There's also a crate of Frag Grenades near the Titan. Refill with those and toss them down into the SetDef attacking from the lower area.

Now, kill the near enemies fighting from the other side of the open crate. Peek out of the crate and pick off the soldiers who are attacking from the upper stairs in the large room. Sneak around the left side and look for a crate of Hacking Devices. These will make neutralizing the defending forces here much easier.

Carefully peek around the corner of the crates here. You should have a good flanking position on the defending enemies. Freely use your Frags here to flush out enemies, using the crates for cover.

Move around the upper area, using crates for cover. This will push the enemy back as your team advances. Look for an ammo crate on your left, and a crate of Seekers on the top of another directly ahead.

Hold to refill ammo
RELOAD

Near where you grab the Seekers, an elevator ascends. There's a bot on the elevator here. Return to cover and hack the bot. Kill all the visible enemies before self-destructing the bot.

Stay in cover and advance through the large room. When you take a few more steps forward, a crate ejects several bots. Stay in cover and hack one of the bots. Use it to clear out this new wave of enemies.

When you walk to the back half of this hangar, several SetDef troopers arrive to attack your squad. Stay in cover and use your Seekers and your LMG to wipe them out. Watch out; a C12 arrives when you get too close to the rear elevator!

E OBJECTIVE: Take out the C12 guarding the elevator.

To kill the C12, you need to get a rocket launcher. There are several in the area, mostly located inside crates. It's very important that you make the most of the ammo you find because several of the ammo refills are located on the other side of the C12, and will require daring sprints between cover to reach.

Look for the missile icons to locate the rocket launcher positions. The easiest one to initially secure is inside a one-sided crate to the right of the area. As soon as you grab this launcher, the C12 blows up the crate, so grab it and sprint back to safety.

This isn't your first C12 rodeo, so you know what you need to do. Each launcher only has two missiles, so you need to hit both on one arm to weaken it so you can jump on the back of the mech. If you miss, you will need to sprint to one of the other launcher locations for more ammunition.

As soon as one arm of the C12 is down, sprint forward and jump on its back. You can't die as long as you are in the Quick Time Event to destroy the mech.

With the mech down, take your time exploring the area to switch your rocket launcher for a more useful weapon. (Retrieving your shotgun or LMG is ideal.) There is also a ton of Lethal and Tactical grenade boxes in the area. We recommend you take Seekers and Hacking Devices. Don't forget about the ammo crate you passed while fighting your way into the hangar.

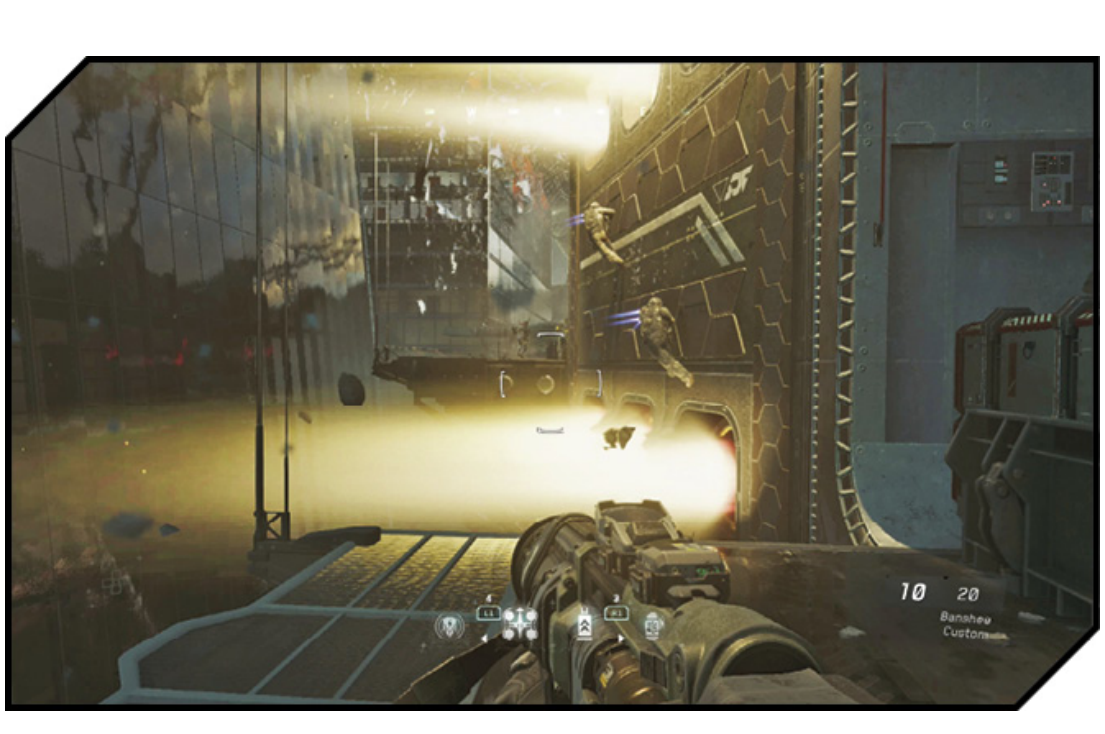
F OBJECTIVE: Get on the elevator.

When you are restocked and ready to go, follow your squad to the elevator. Kotch has a special message for you on the elevator ride. The clock is ticking; you must get to the bridge before the Mons can turn its guns on Geneva.

G OBJECTIVE: Get to the bridge of the Olympus Mons.

The enemy is fleeing to better defensive positions. Pick them off as they run and follow the airlock corridor to the right.

When Kashima grabs you, use the Jump button to boost back up to safety. Ahead, you must wall run to make the jump. Jump toward the right wall and use a healthy boost before you



SetDef is defending the bridge. Luckily, there are drones among their numbers. Use a Hacking Device from behind cover to capture one of the drones and clear out the enemies in this initial area. Once they are dead, run with the drone around the corner to find several more enemies defending the area. Use the bot's self-destruct to clear the room for your squad's advance.

Ethan marks a spot for your breach charge. Before planting the charge, switch to a short-range weapon and reload. When you open the doors, several Seekers fly at you. Pick off as many as you can to avoid getting grappled. If two of them manage to grapple you, it's instant death. attach to the wall to get as high above the flames as you can.

H OBJECTIVE: Hack a robot on the bridge.

You now need to hack a drone through the bridge door. There are plenty of extra Hacking Devices in this room, in case you are out. Hack one of the robots.

I OBJECTIVE: Stop Admiral Salen Kotch before he self-destructs the Olympus Mons.

Kill the enemy with his back to you, and then immediately proceed to the main bridge. You will see Kotch standing at the helm. Use a melee attack on him to knock him out.

Charge through the door to take control of the Mons.

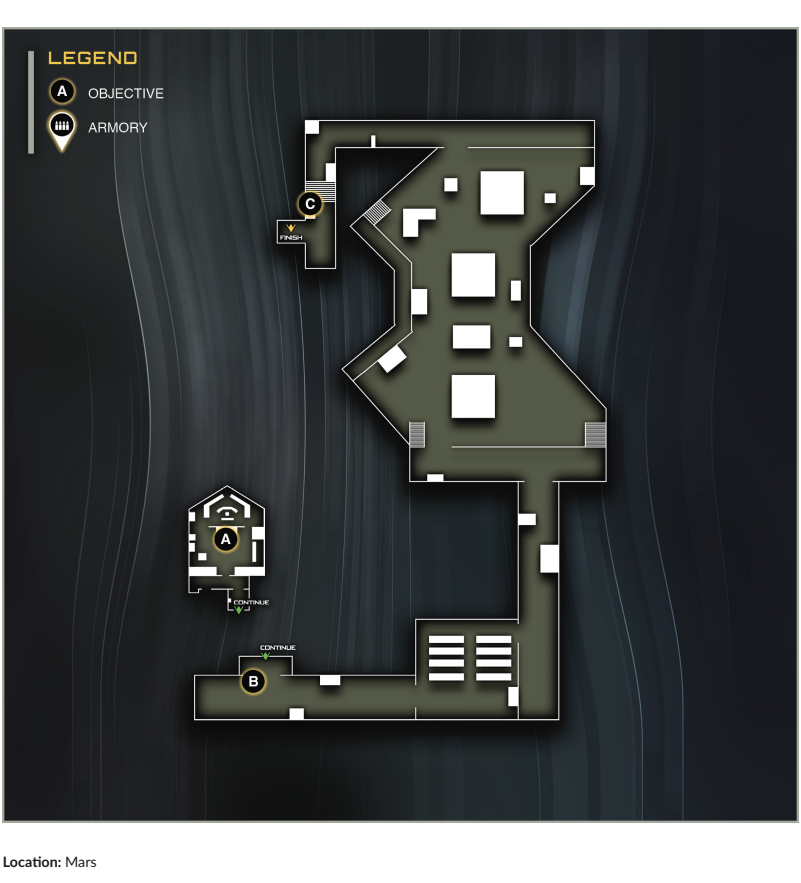
J OBJECTIVE: Go to Admiral Kotch.

Press the Melee button on Kotch to complete the level.

◈ YOU KNOW NOTHING

Kill Kotch before he can finish his speech to earn this Achievement/Trophy. As soon as Reyes pulls out his knife, hit the melee button for an early execution.

Operation Blood Storm



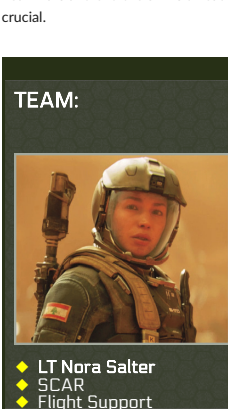
Location: Mars

Target: SetDef Shipyard

Mission Summary: From the helm of the Olympus Mons, fight your way to the SDF shipyard.

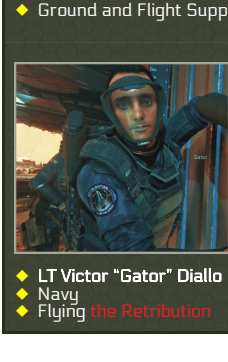
Mission Description: After you have captured the Mons, the plan is to use its super guns to destroy the SDF Orbital Shipyard near Mars and end the SDF's threat forever. The entire SDF fleet is defending the shipyard, so the element of surprise is crucial.

TEAM:



- **LT Nora Salter**
- SCAR
- Flight Support

- **POFC E3N (Ethan)**
- SCAR
- Ground and Flight Support



- **LT Victor "Gator" Diallo**
- Navy
- Flying the Retribution

◈ OPERATION BLOOD STORM

Complete Operation Blood Storm on any difficulty to earn this Achievement/Trophy.

Trojan Horse

Blood Storm starts immediately after you've completed Operation Black Flag. You now have secured the Mons; a slim window exists to completely destroy the SDF fleet by destroying their orbital shipyard.

A OBJECTIVE: Use the F-SpAr energy weapon on the SDF fleet.

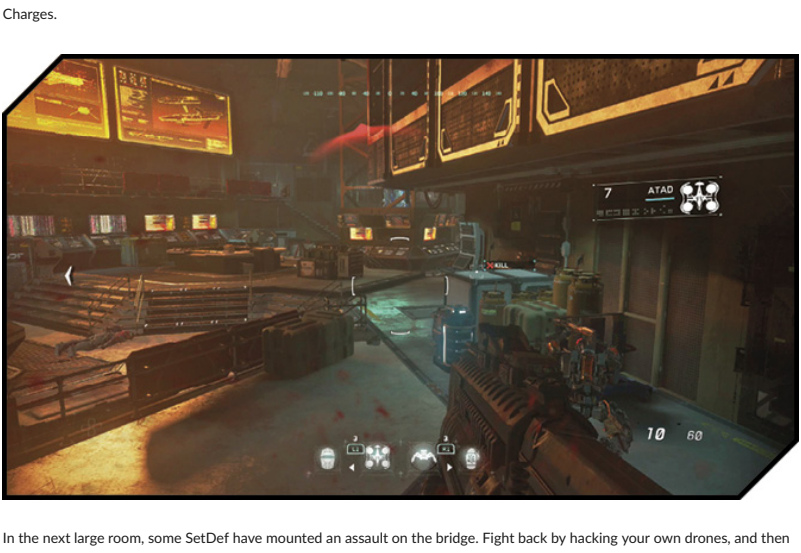
Hold down the Aim Down Sight and Fire buttons simultaneously to charge the F-SpAr weapon. You can only fire on ships that are in range. Valid targets will highlight orange when the bridge's crosshair is on them.

Release the buttons when the gun is fully charged and targeting a ship to let loose. Shooting the unaware fleet with the F-SpAr is like shooting fish in a barrel. Take out as many as you can before the gun breaks down.

B OBJECTIVE: Get ordnance control back up.

Brooks and Kashima hang back to keep the bridge secured. Follow Salter off the bridge to the elevator. Hit the Activate button to start the elevator.

Salter leads you to the briefing room. There, you will find an ammo crate and grenade resupplies. Equip Seekers and Hacking Charges.



In the next large room, some SetDef have mounted an assault on the bridge. Fight back by hacking your own drones, and then running them behind enemy lines, cutting the enemy down from behind cover. After the first group is disposed of, hack a second friendly drone and do the same to the next group.

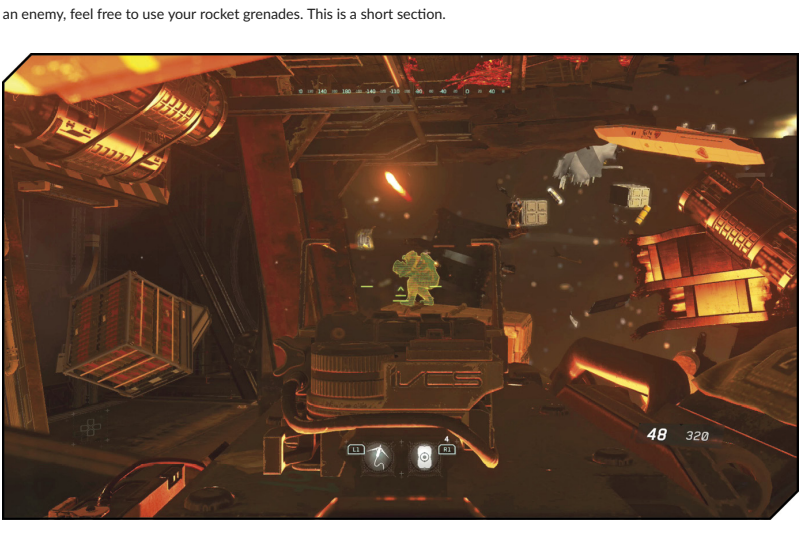
Push into the next corridor and avoid the flames at the sides of the corridor. Salter leads you to a sealed door at the end of the hallway. Activate the door to get it open.

C OBJECTIVE: Clear the way for the olympus to ram the shipyard

Plans have changed. You now need to secure your Jackal so you can cover the Olympus as it moves to ram the shipyard. To get to your ship, you need to fight your way in Zero-G to the exterior of the Mons hull.

There are many SetDef floating around outside. Use your grappling hook to get to cover immediately. There are two enemies in this first room that can kill you very quickly. Use your short-range weapon to take them out, and then get back behind cover.

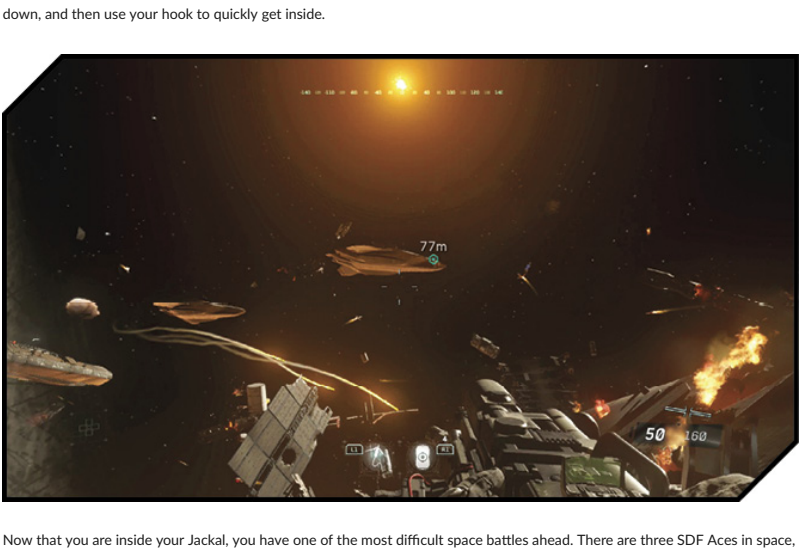
As you wait here, enemies will float into your view from the outside. This section is deadly on Veteran, so hang in cover and wait patiently for all the enemies to appear (about a half a dozen) before you move forward. If you are having trouble firing on an enemy, feel free to use your rocket grenades. This is a short section.



COVER IN ZERO GRAVITY

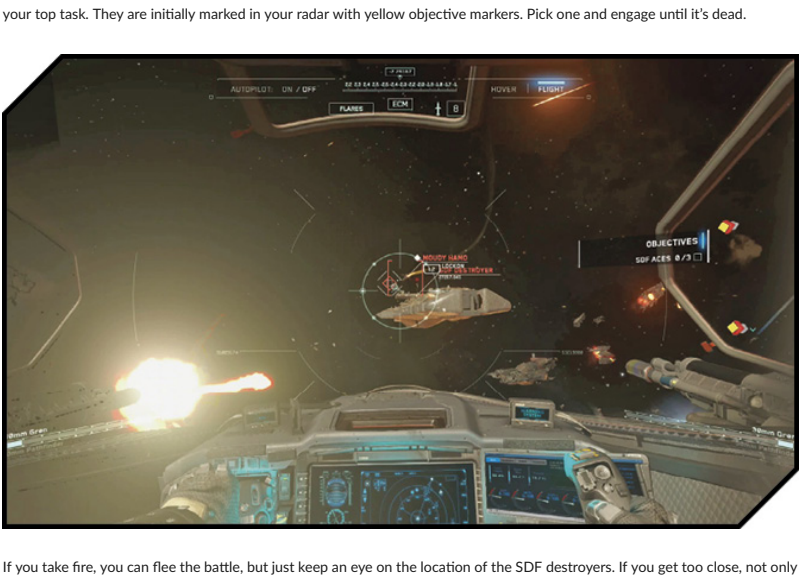
Be sure to use the Jump and Crouch buttons to move in and out of cover. If you are taking fire, you are in the open and need to get to cover very quickly to survive.

As soon as you get an opening, rappel outside. This causes your Jackal to autopilot into the area. Wait for the Jackal to settle down, and then use your hook to quickly get inside.



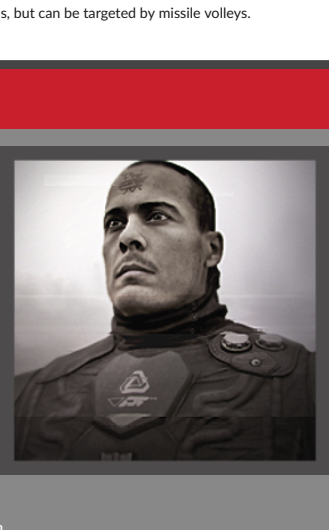
Now that you are inside your Jackal, you have one of the most difficult space battles ahead. There are three SDF Aces in space, several squads of enemy Jackals, and destroyers providing cover.

As usual, the Aces are your priority. They can do the most damage to your ship, so taking them out as quickly as possible is your top task. They are initially marked in your radar with yellow objective markers. Pick one and engage until it's dead.



If you take fire, you can flee the battle, but just keep an eye on the location of the SDF destroyers. If you get too close, not only will you take gunfire from the cannons, but can be targeted by missile volleys.

MOST WANTED



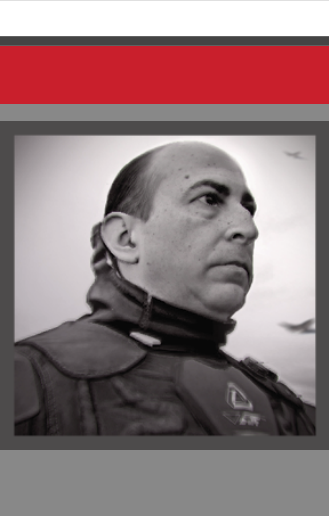
Name: LTJG Moudy Hamo

Vessel: SDS NB Quirinis

Bio: The perpetrator of the "Holiday Horror," Hamo was forced to serve out his sentence on Lapetus. When the SDF annexed Lapetus, he, like other convicts, was granted asylum and reassigned to the SDF military with an Iron Cross for bravery.

Location: Defending the SDF destroyers in the shipyard.

MOST WANTED



Name: CPT Rion Jones

Vessel: SDS NB Quirinis

Bio: As a sergeant during the Secession Wars, Jones was left without backup to take the most mineral-rich mining facility on Phobos. With his limited support, Jones seized the facility and was heralded a war hero.

Location: Defending the SDF destroyers in the shipyard.

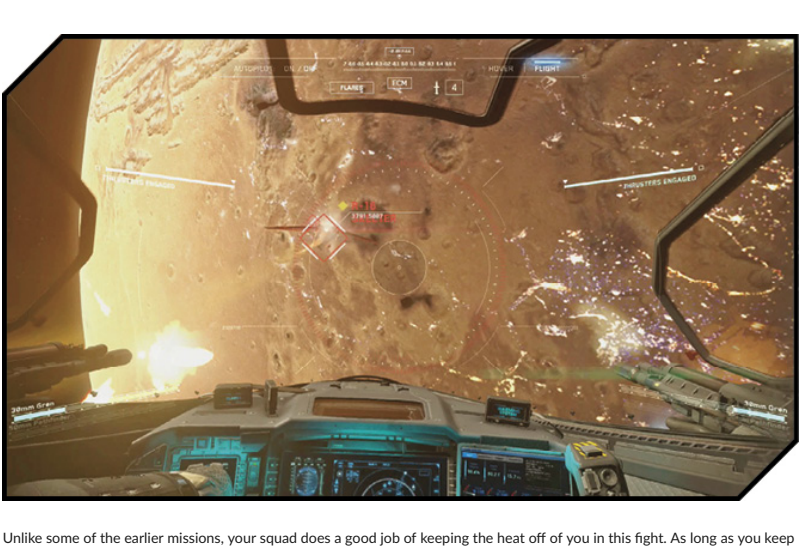
MOST WANTED

Name: LTSG Khoa Le

Vessel: SDS Deimos

Bio: Likened to a navy SCAR, Le spent years as one of the SDF's most effective snipers. Known for sending spent shell casing to the UNSA etched with his kill's name and his own. Recently transferred back to his primary discipline, Skelter pilot.

Location: Defending the SDF destroyers in the shipyard.



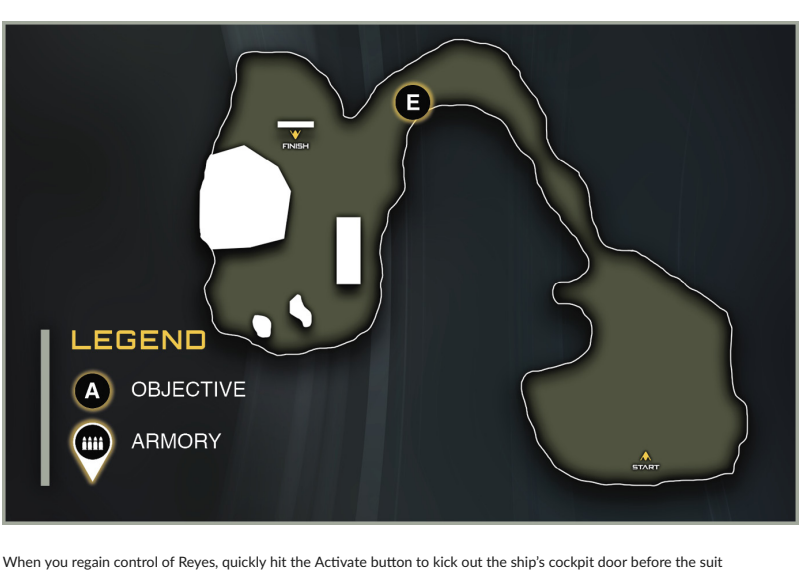
Unlike some of the earlier missions, your squad does a good job of keeping the heat off of you in this fight. As long as you keep moving around the field, you won't get ganged up on too badly by the Aces. Keep the burners engaged, and if you lose target on an Ace, quickly switch targets.

Once the Aces are down, start clearing out remaining Skelters. Shortly, Salt reports she has an enemy on her tail. This is an unnamed Ace who is very difficult to kill. He will show up in your HUD as a yellow marker. Ignore all other forces on the field and pursue to help Salter.

D OBJECTIVE: Defend Salter.

Once you shoot down the Skelter on Salter, your ship takes critical damage. A crash into Mars is imminent.

Crash Landing



When you regain control of Reyes, quickly hit the Activate button to kick out the ship's cockpit door before the suit overheats.

E OBJECTIVE: Find any survivors in the wreckage.

Follow the blinking red beacons up the Mars landscape. This leads to a crash site. Find Brooks and Kashima ahead.

Regroup

The Retribution is down, but the crew is far from done with this fight. After the cinema, you reunite with the survivors to strategize a final assault on the SDF Mars shipyard.

F OBJECTIVE: Find Griff and gear up.

GRIFF'S RECOMMENDED LOADOUT:

WEAPONRY

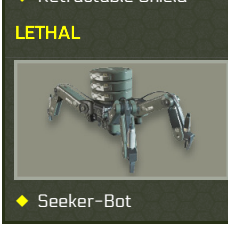
- **Primary:** R.A.W.

- **Secondary:** Spartan-SA3

TACTICAL

- Retractable Shield

LETHAL



- Seeker-Bot

ADDITIONAL ADVICE

Griff recommends a LMG going into this mission. It's not a bad choice, but you definitely want a high-damage option from an assault rifle like the NV4. On the harder difficulties, it can be crucial to have targeted precision, and the LMG may fall short for you. For your secondary, the Spartan is not the optimal choice. Go with your favorite shotgun, SMG, or electric heavy with rechargeable ammo (like the Eraser).

After selecting your loadout, grab the kit from Griff.

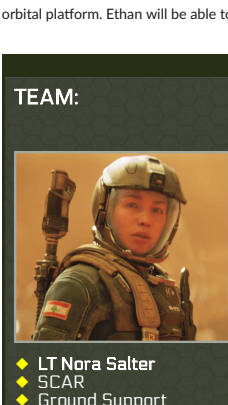
All or Nothing

Location: Mars

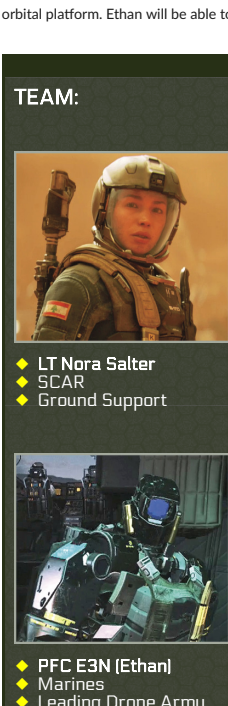
Target: SetDef Shipyard

Mission Description: Flying directly to the shipyard is impossible, due to its defenses. Ethan has a drone army and will be leading a frontal assault. The primary objective is to take out the Anti-Air guns to allow for the team to infiltrate and board the orbital platform. Ethan will be able to deploy missiles from the Olympus on the AA guns.

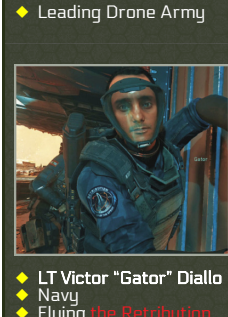
TEAM:



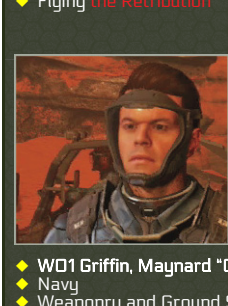
- **LT Nora Salter**
- SCAR
- Ground Support



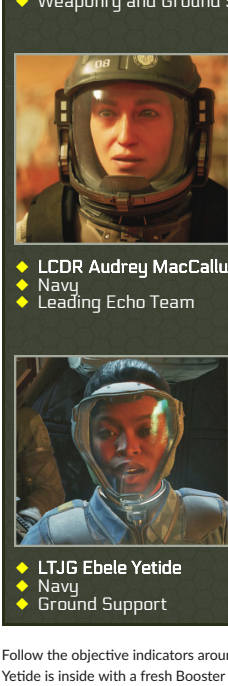
- **PFC E3N (Ethan)**
- Marines
- Leading Drone Army



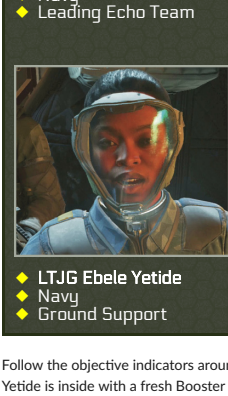
- **LT Victor "Gator" Diallo**
- Navy
- Flying the Retribution



- **WO1 Griffin, Maynard "Griff"**
- Navy
- Weaponry and Ground Support

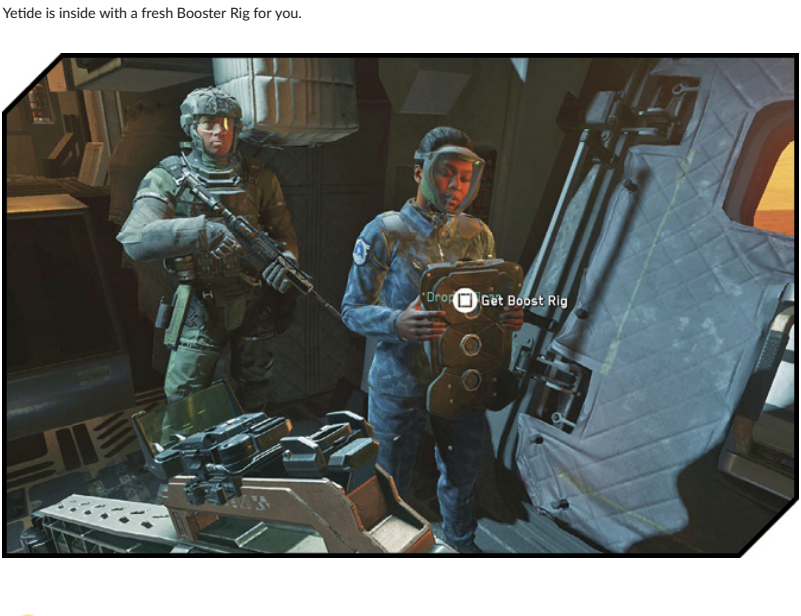


- **LCDR Audrey MacCallum**
- Navy
- Leading Echo Team

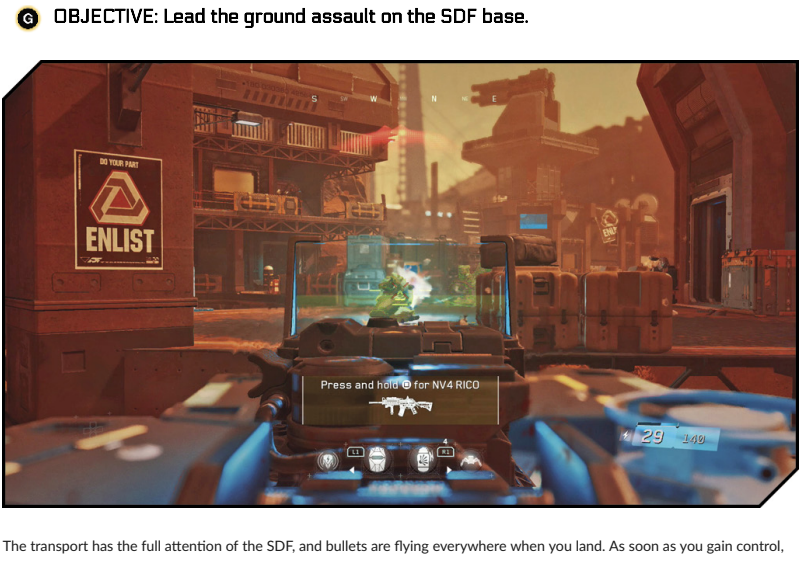


- **LTJG Ebele Yetide**
- Navy
- Ground Support

Follow the objective indicators around the path to the transport. Salter is waiting there. Follow her inside and Lieutenant Yetide is inside with a fresh Booster Rig for you.



G OBJECTIVE: Lead the ground assault on the SDF base.



The transport has the full attention of the SDF, and bullets are flying everywhere when you land. As soon as you gain control, sprint forward and under cover of the crate directly ahead.

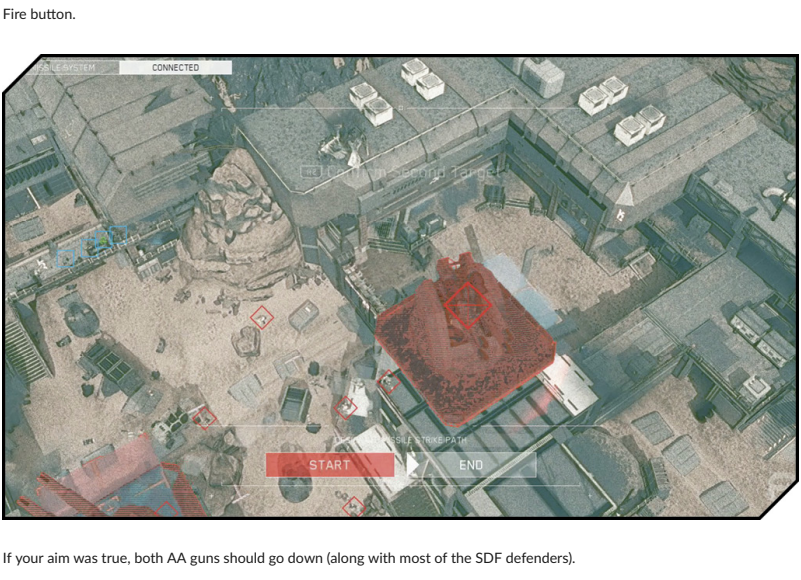
Stay in cover. Your team does a good job of advancing on their own. Feel free to pop your head out of cover. When your squad advances, move up behind them.

H OBJECTIVE: Eliminate the SDF AA gun.

At this point, Ethan has the guns online. Press the Item button indicated onscreen to activate the overwatch view.

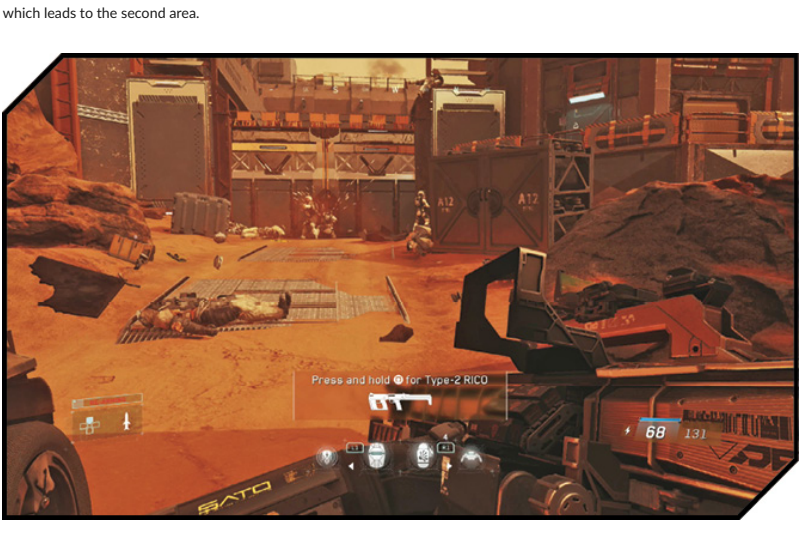
This is a completely new type of targeting that you haven't seen in any of the prior missions. The artillery bombards along a path, so you must draw a line to indicate the path the strike should hit.

You want to hit both AA guns with your first strike. (Otherwise you'll have to wait in cover for the guns to reload.) Press the Fire button to begin the trail on the left AA, and then drag the path out to the right AA. Confirm the end point again with the Fire button.



If your aim was true, both AA guns should go down (along with most of the SDF defenders).

Your squad will mop up any survivors. Head over to the large double doors off to the left. Your engineers hack the doors open, which leads to the second area.

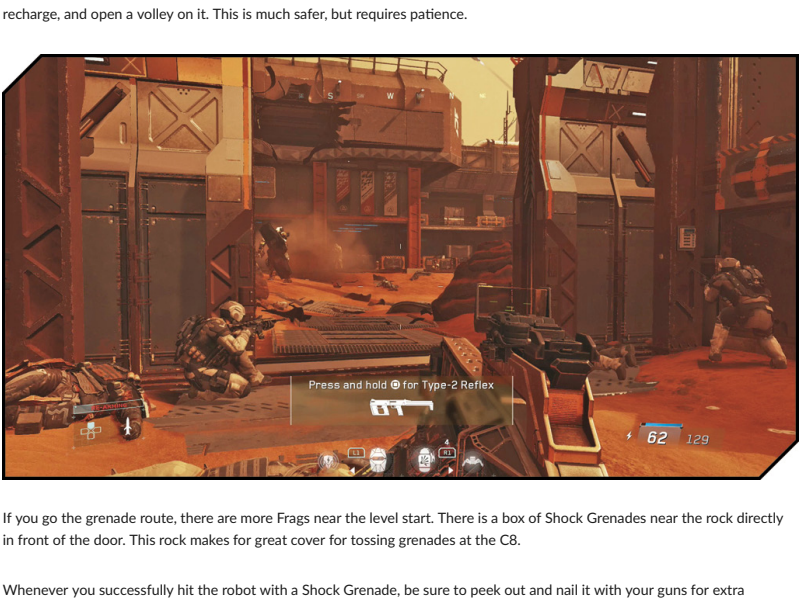


OVERWATCH

The artillery takes a very long time to reload—up to several minutes, depending on what phase of the mission you are on. This means you need to make every shot count. If you don't align a path correctly, cancel the attack by hitting the Crouch button.

The next attack is overloaded with SDF soldiers. They also get a C8 to reinforce their position. Stay clear of the doors, in cover, as they open. Watch out for charging LMG-armed enemies.

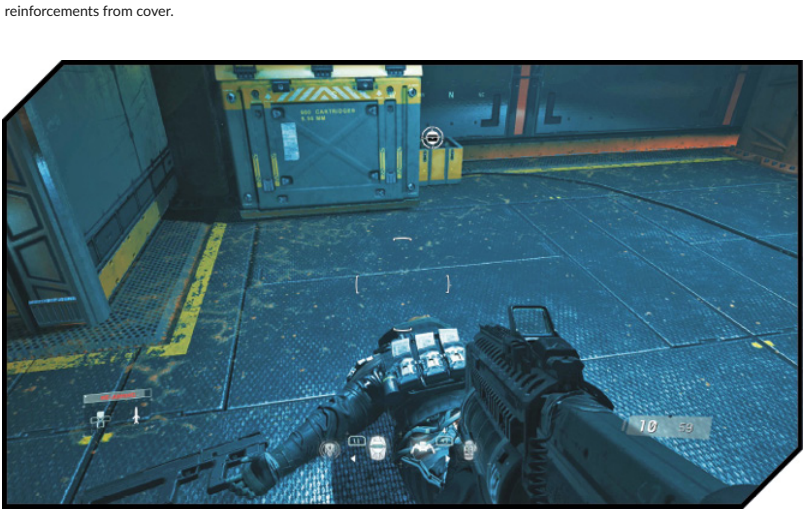
Peek out from cover, but be very cautious. The C8 can pick you off very quickly. You have two options here. You can use your gun, Shock, and Frag Grenades to destroy the robot quickly, or if it is giving you trouble, you can wait until the Mons' missiles recharge, and open a volley on it. This is much safer, but requires patience.

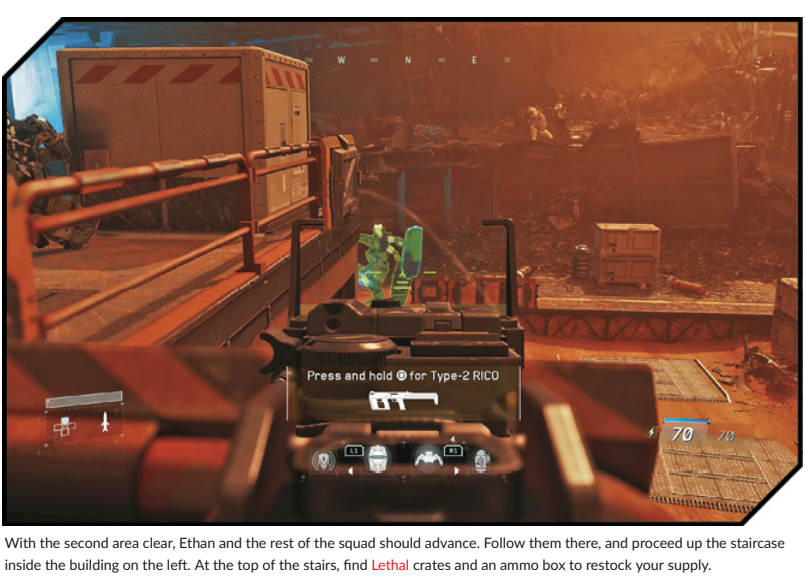


If you go the grenade route, there are more Frags near the level start. There is a box of Shock Grenades near the rock directly in front of the door. This rock makes for great cover for tossing grenades at the C8.

Whenever you successfully hit the robot with a Shock Grenade, be sure to peek out and nail it with your guns for extra damage.

Don't go charging into the second area yet; when the C8 is down, the SDF immediately gets reinforcements. Wipe out these reinforcements from cover.





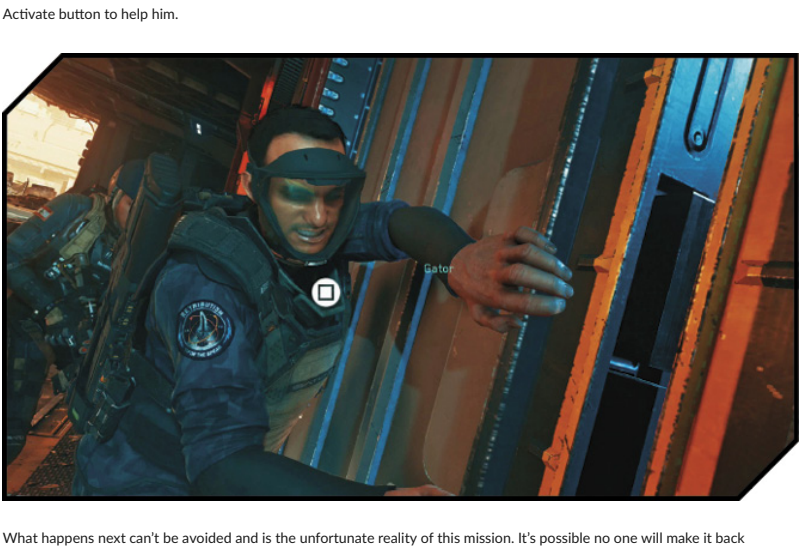
With the second area clear, Ethan and the rest of the squad should advance. Follow them there, and proceed up the staircase inside the building on the left. At the top of the stairs, find Lethal crates and an ammo box to restock your supply.

Watch for enemies advancing down the corridor. Use the ammo crate here to restock.

Outside, the SDF are raining in reinforcements. Slowly advance, using your weaponry to cut down these enemies from cover. This set of reinforcements is very thick, and will be very difficult to cut through by normal means. Luckily, by now, the Mons' guns should be recharged. Activate the guns, and cut a path right through the reinforcements. It's vital you hit the C8, because you can't advance on the position until you do.

Assuming you got a good hit off, Reyes should announce that the area is secure. Now you get your own reinforcements.

Scale the rubble to find the Objective marker on a set of double doors. Gator steps forward to help you open the doors. Hit the Activate button to help him.



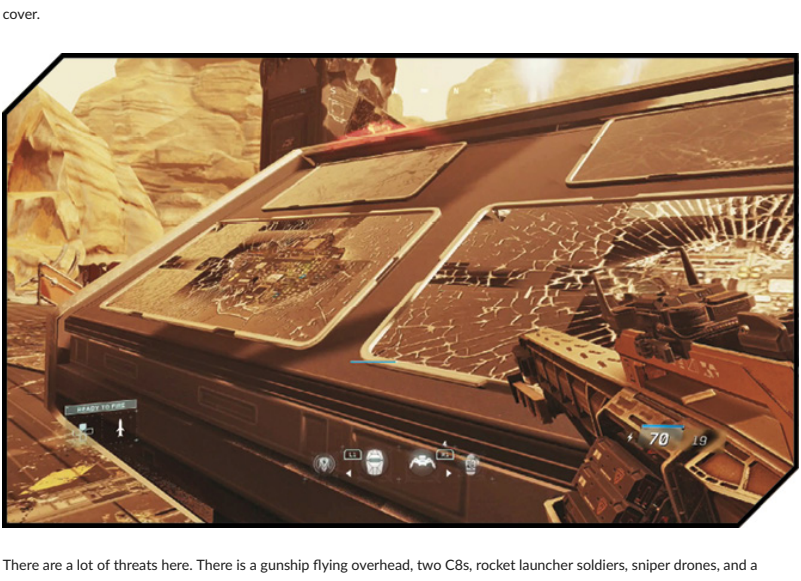
What happens next can't be avoided and is the unfortunate reality of this mission. It's possible no one will make it back alive.

Lay some fire on the enemy airship, and it flies off. The second set of AA guns is just ahead.

I OBJECTIVE: Eliminate the second SDF

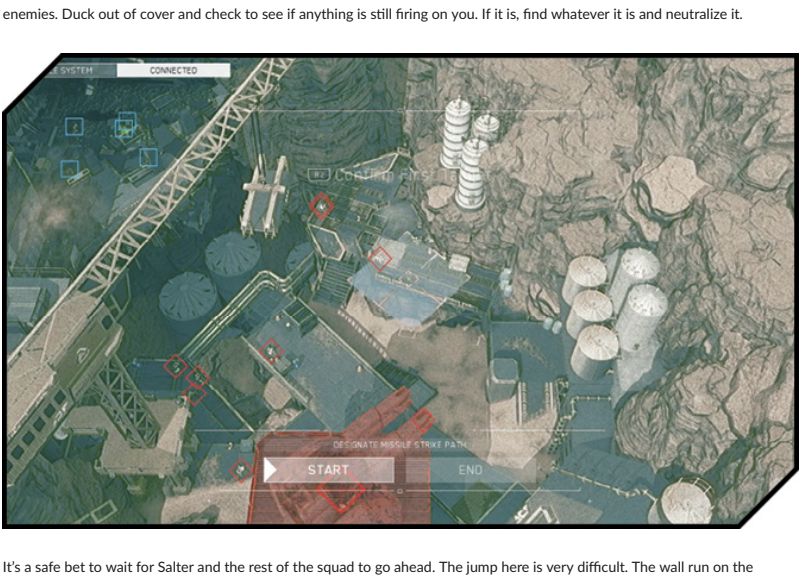
AA gun.

The SDF here are vicious and cut you down quickly if you are out in the open. Find some cover in the rubble and wait for your guns to reload. This may take some time, so use patience, and only leave cover if an enemy is hitting you while you're behind cover.

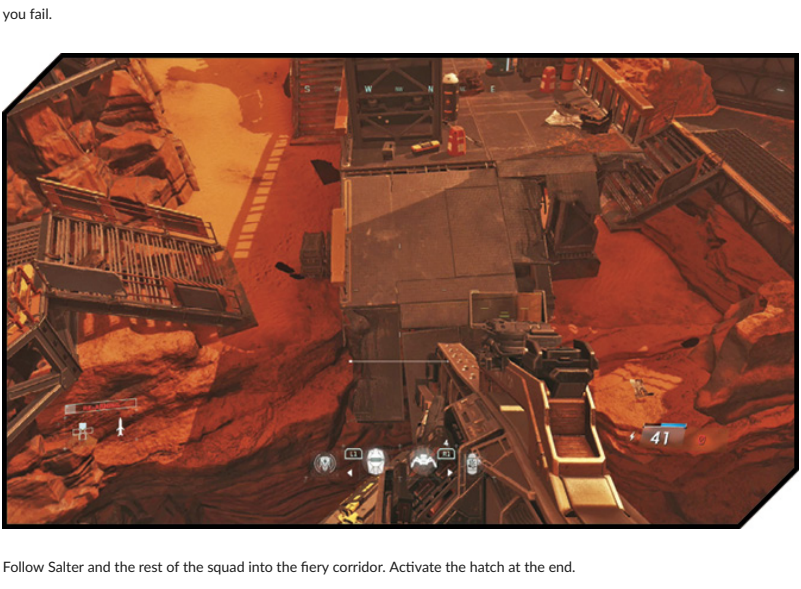


There are a lot of threats here. There is a gunship flying overhead, two C8s, rocket launcher soldiers, sniper drones, and a seemingly endless supply of SDF grunt reinforcements. On Veteran difficulty, we recommend you stay in cover until the gun is recharged here.

Once the guns are recharged, it's time to end this second gun. Mark your first target as the C8 robot. It's usually patrolling at the top of the screen. Make sure it's in the line of fire. End the sweep with the AA gun. This should wipe out all defending enemies. Duck out of cover and check to see if anything is still firing on you. If it is, find whatever it is and neutralize it.



It's a safe bet to wait for Salter and the rest of the squad to go ahead. The jump here is very difficult. The wall run on the curved wall on the right is a much easier alternative. Usually you do get a checkpoint here, so you should be okay to try again if you fail.

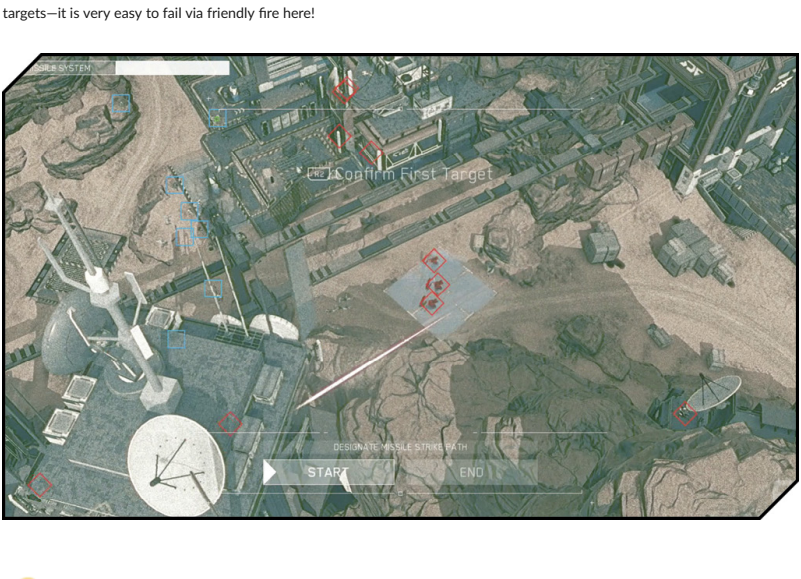


Follow Salter and the rest of the squad into the fiery corridor. Activate the hatch at the end.

This fight isn't over yet! On the other side of the hatch, you see a soldier using a F-SpAr torch on a C12. Both are doomed. Search the wreckage for the torch and then switch that out with your secondary weapon. Now, sprint up the left side using the rocks on your right for cover.

There are several enemies in good cover in the building ahead. Use your Seekers to take them out from safety of cover. When you have an opening, charge up the stairs to the exterior of the building. The bulk of the remaining SDF will be defending to your right.

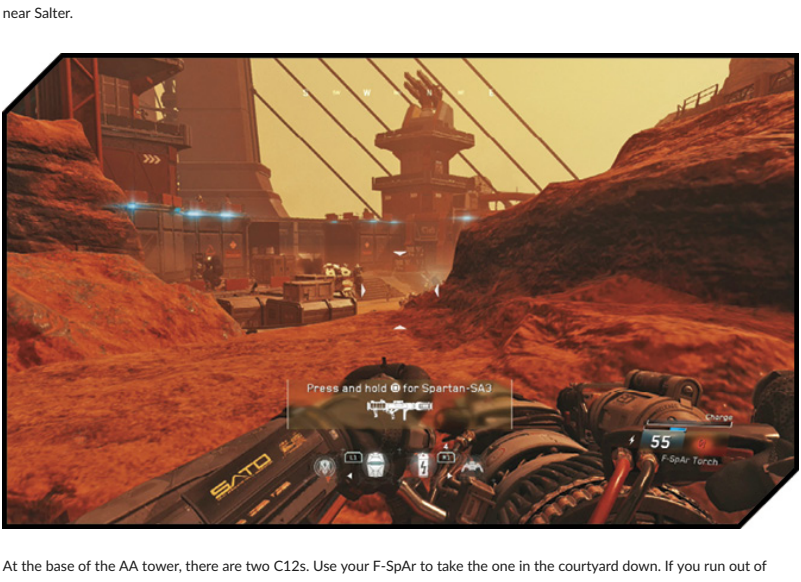
When you advance here, more C8s arrive. This is too many to engage directly. Instead, wait for the Mons guns to ready and hit all of them with one blast. To nail all of them, you need to direct the shots up the road the C8s are walking down. If done correctly, you will completely clear the path to the third gun for your team. Be vigilant to avoid blue dots when marking the targets—it is very easy to fail via friendly fire here!



J OBJECTIVE: Eliminate the third SDF AA gun.

Run up the dirt path after your squad. There are a ton of ammo crates in this area, so be sure to get a resupply for your primary before moving into the third SDF AA gun area.

Ethan informs you that the guns are now down, so you can't call in fire support from this point on. Take cover behind the rocks near Salter.



At the base of the AA tower, there are two C12s. Use your F-SpAr to take the one in the courtyard down. If you run out of ammo, there are launchers here to help you finish the job.

When the C12 is down, your Jackal support does what it needs to do to finish the last tower. The quadrant is still very hot, so wait until the AA gun is destroyed before leaving cover. Be sure to grab any remaining rocket ammo before following your squad to the space elevator.

K OBJECTIVE: Gain access to the SDF space elevator.

Activate the grate inside the elevator to gain access to the elevator. Grab the ammo crate as you pass through the corridor. In the space elevator room, strap in; next stop, SDF shipyard!

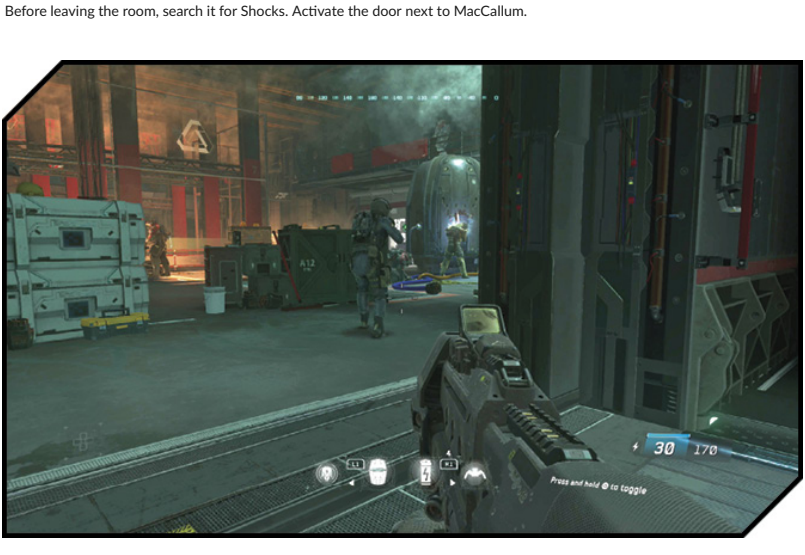
Assault the Shipyard

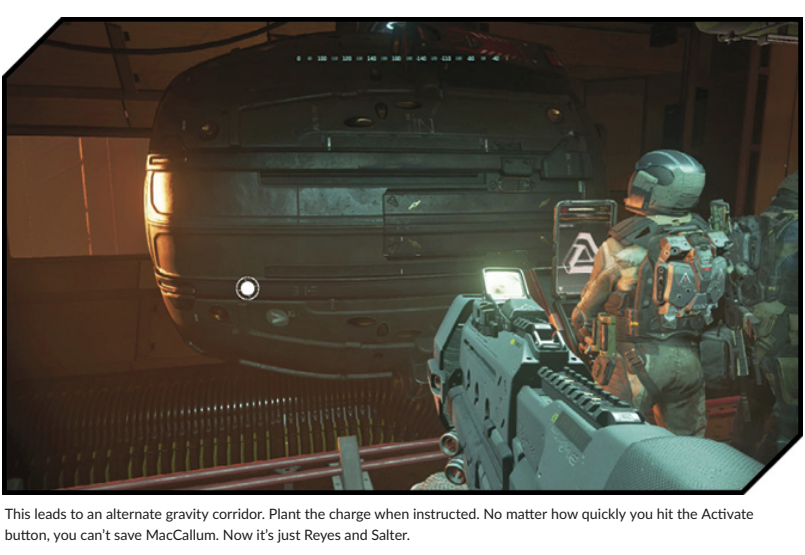
L OBJECTIVE: Stop the ambush.

Salter and MacCallum provide support for this part of the mission. Two SDF Marines arrive from down the corridor. Take cover behind a crate and wait for them to pop into view. Kill them and proceed.

Several engineers are working in the next room. Take cover on the left side of the doorway and kill the three soldiers on the right. You don't have stealth weapons at this point, so the rest of the enemies in the room attack. MacCallum and Salter move up to help you.

Before leaving the room, search it for Shocks. Activate the door next to MacCallum.



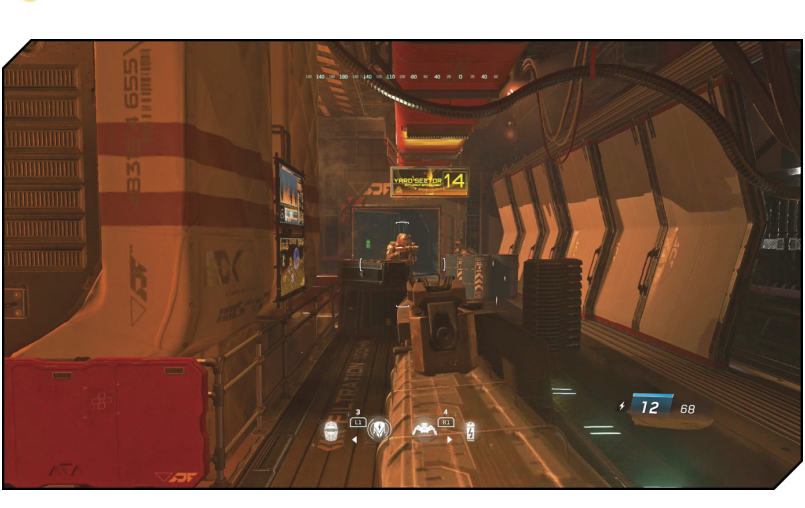


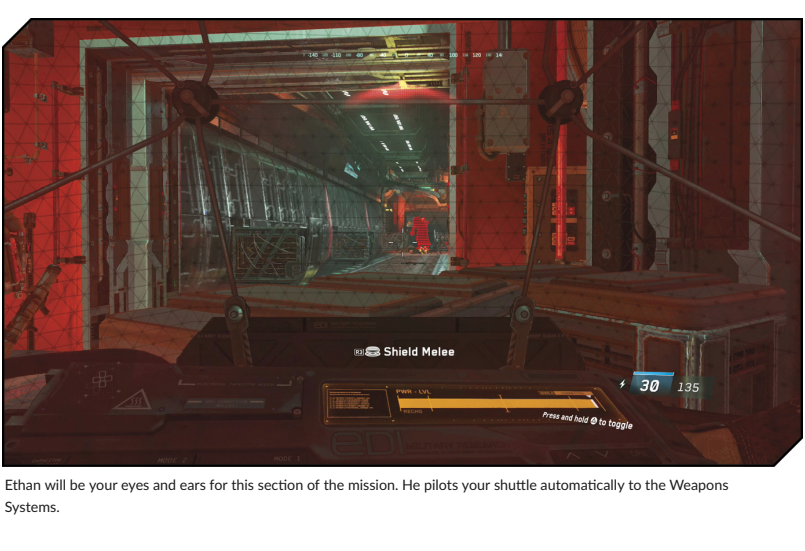
This leads to an alternate gravity corridor. Plant the charge when instructed. No matter how quickly you hit the Activate button, you can't save MacCallum. Now it's just Reyes and Salter.

The corridor leads to a room with several types of ammunition crates. Grab the Hacking Charges. Hack one of the robots in the lower area and self-destruct to kill all of the enemies in one go. Alternatively, one Shock Grenade can wipe out the whole group.

Activate the lever.

M OBJECTIVE: Get to the Firing Controls and release the Weapons Systems.





Ethan will be your eyes and ears for this section of the mission. He pilots your shuttle automatically to the Weapons Systems.

As you exit the shuttle, temporarily switch out your Shock Grenades for Seeker-Bots and restock your Hacking Charges. There's also an ammo crate. When you're ready to proceed, move to the open corridor. There are two enemies behind cover; eliminate them.

The door here opens, and there are two robots inside. Kill them, and then toss Seeker-Bots into the next room to kill all the soldiers within.

Before going forward, return to the supply room and grab the Shock Grenades. Walk down the corridor. When the next door unlocks, have a Hacking Charge ready and hack the drone inside from cover. Use the drone to kill the two defenders. As you advance, Ethan kicks out the high-tech drawers in the area to give you cover. Use a second Hacking Charge to hack the reinforcements.

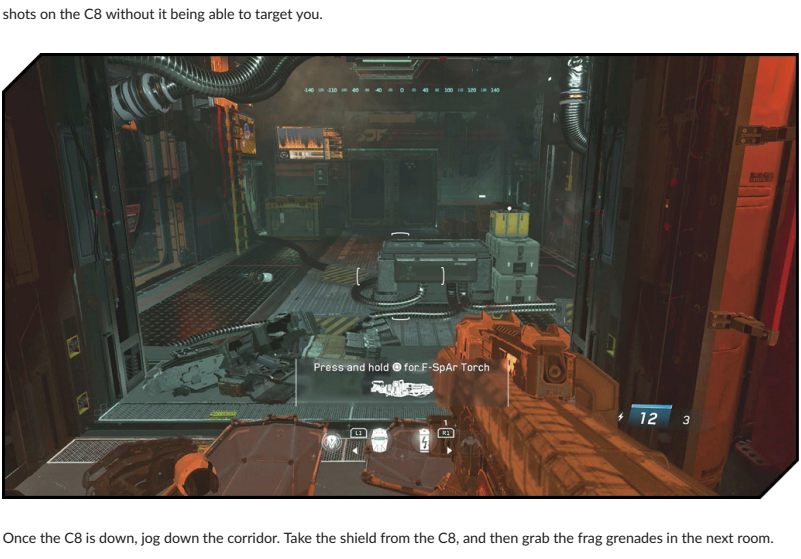
With the first corridor clear, another high-tech drawer corridor is ahead. Advance carefully. There are snipers inside. Additionally, a C8 will appear at the back of the corridor. This is a worst-case scenario for battling a C8. On Veteran difficulty, it will kill you only a few seconds after you pop out of cover.

Use the rocket launcher you acquired on the previous level to destroy the C8. Dumb fire the rockets down the corridor, and it should take massive damage. If it's still standing after that, or you don't have the launcher, you will need to use Shock Grenades to take it out. Toss a Shock Grenade, and then strafe out and fire on it while it is defenseless.

DUMB FIRE

Instead of hitting the Aim Down Sight button when wielding a rocket launcher, you can hit the Fire button to immediately "dumb fire" a rocket. Be careful. If you aim poorly, a rocket blast into a wall will kill you instantly.

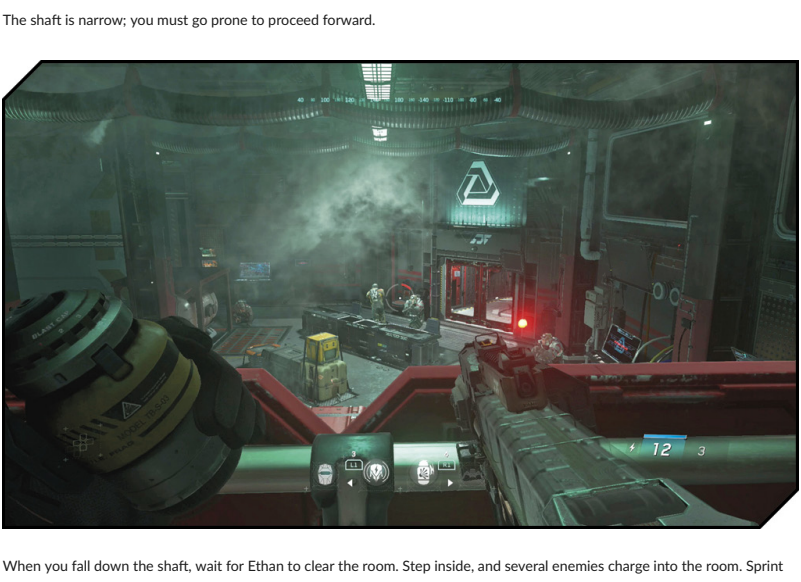
The tricky part about using the grenades is that you need to lure the C8 to move down the corridor farther. If this isn't working for you, go prone and use the crate to just edge out and shoot the robot from behind cover. If done correctly, it will let you get shots on the C8 without it being able to target you.



Once the C8 is down, jog down the corridor. Take the shield from the C8, and then grab the frag grenades in the next room.

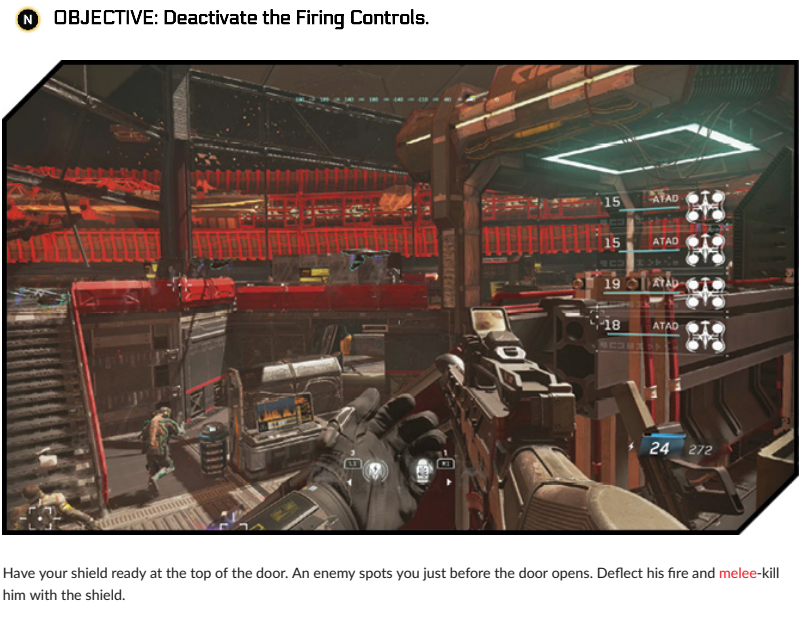
The way forward is up a ladder and into a maintenance shaft.

The shaft is narrow; you must go prone to proceed forward.



When you fall down the shaft, wait for Ethan to clear the room. Step inside, and several enemies charge into the room. Sprint up the stairs on your right and take cover at the top. Drop a Frag Grenade on them from above. Clean up any survivors and head into the elevator.

N OBJECTIVE: Deactivate the Firing Controls.



Have your shield ready at the top of the door. An enemy spots you just before the door opens. Deflect his fire and melee-kill him with the shield.

This control room is

absolutely filled with enemies. Luckily they left some Lethal and Tactical equipment by the door. Move forward and grab the drones. Activate both of them, then re-equip the shield. There are also Frag and Anti-Grav grenades.

Clear the left side of the area first. Use cover to pick off the enemies in the upper and lower areas. Toss Frags below to clear out the SDF and drones from cover.

Once you make it through the section, Ethan instructs you to hack the terminal. It is in the center of the room. Activate it.

O OBJECTIVE: Use Ethan to release the moorings.

Ethan sees only one way to deactivate the Firing Controls, and that's to have you hack him. Faced with no other options, you hack into Ethan automatically.

P OBJECTIVE: Destabilize the reactor to release the moorings.

Now that you are controlling Ethan, move down the stairs to the tunnel below.

Activate to the pull the hatch. Drop down to the reactor room below. Continually hit the Activate button to pull the reactor shielding free.

Move forward toward the reactor, you must make Ethan's final sacrifice for him. Hit the Lethal button to activate the self-destruct and complete the mission.

CALL OF DUTY
INFINITE WARFARE

Achievement Tables

Campaign Progression

These are all earned by simply playing through the Campaign.

Achievement Name	PS4 Trophy	Xbox Points
Rising Threat	Bronze	15
Black Sky	Bronze	15
Operation Port Armor	Bronze	15
Operation Burn Water	Bronze	15
Operation Dark Quarry	Bronze	15
Operation Black Flag	Bronze	15
Operation Blood Storm	Bronze	15
Operation Taken Dagger	Bronze	15
Operation Phoenix	Bronze	15
Operation D-Con	Bronze	15
Operation Deep Execute	Bronze	15
Operation Safe Harbor	Bronze	15
Operation Pure Threat	Bronze	15
Operation Grave Robber	Bronze	15
Operation Sudden Death	Bronze	15
Operation Trace Kill	Bronze	15

Campaign Goals

These are earned by completing the full set of certain types of in the Campaign.

Achievement Name	How to Get	PS4 Trophy	Xbox Points
Targets of Opportunity	Complete all Target of Opportunity missions.	Silver	30
Top Gun	Complete all Jackal Assault side missions.	Silver	30
The Longest Day	Complete the game on Veteran difficulty.	Gold	90

Collectibles

These are earned by completing collections in-game. There are no standard collectibles in Infinite Warfare, so these involve earning unlocks. You earn most of them by playing through the Campaign.

Achievement Name	How to Get	PS4 Trophy	Xbox Points	Notes
Gear Up	Earn your first equipment upgrade.	Bronze	15	Equipment upgrades are earned by using Upgrade Terminals in Armories found throughout the Campaign. Our walkthrough has the details on the locations of each of these armories.
Fully Equipped	Earn all equipment upgrades.	Silver	30	Equipment upgrades are earned by using Upgrade Terminals in Armories found throughout the Campaign. Our walkthrough has the details on the locations of each of these armories.
New Gun Collector	Scan one weapon.	Bronze	15	Guns are collected by finding them in missions. A new weapon is outlined in orange. Simply pick it up to scan it for use later in your loadout. You can discover which weapons you haven't unlocked yet by looking at the loadout screen before a mission. Two guns (the Eraser and the P-Law) can be obtained only in Armories in Target of Opportunity missions. For more information, refer to our walkthrough.
Serious Gun Collector	Scan 10 weapons.	Bronze	15	Guns are collected by finding them in missions. A new weapon is outlined in orange. Simply pick it up to scan it for use later in your loadout. You can discover which weapons you haven't unlocked yet by looking at the loadout screen before a mission. Two guns (the Eraser and the P-Law) can be obtained only in Armories in Target of Opportunity missions. For more information, refer to our walkthrough.
Gun Nut	Scan all weapons.	Silver	30	Guns are collected by finding them in missions. A new weapon is outlined in orange. Simply pick it up to scan it for use later in your loadout. You can discover which weapons you haven't unlocked yet by looking at the loadout screen before a mission. Two guns (the Eraser and the P-Law) can be obtained only in Armories in Target of Opportunity missions. For more information, refer to our walkthrough.
Peace to the Fallen	Listen to all of the death letters of the fallen.	Silver	30	Guns are collected by finding them in missions. A new weapon is outlined in orange. Simply pick it up to scan it for use later in your loadout. You can discover which weapons you haven't unlocked yet by looking at the loadout screen before a mission. Two guns (the Eraser and the P-Law) can be obtained only in Armories in Target of Opportunity missions. For more information, refer to our walkthrough.
Make it Personal	Load out with a custom weapon.	Bronze	15	Guns are collected by finding them in missions. A new weapon is outlined in orange. Simply pick it up to scan it for use later in your loadout. You can discover which weapons you haven't unlocked yet by looking at the loadout screen before a mission. Two guns (the Eraser and the P-Law) can be obtained only in Armories in Target of Opportunity missions. For more information, refer to our walkthrough.
Fangs Out	Earn one Jackal upgrade.	Bronze	15	Complete missions to earn all of the Jackal Upgrades. Complete all main missions and side missions to get this Achievement.
Jackal Ace	Earn all Jackal upgrades.	Silver	30	Complete missions to earn all of the Jackal Upgrades. Complete all main missions and side missions to get this Achievement.
Ante Up	Get one Most Wanted kill.	Bronze	15	Most Wanted targets are found throughout the Campaign missions. We've identified the location of each target in our walkthrough.
Aces High	Clear half of the most-wanted board.	Bronze	15	Most Wanted targets are found throughout the Campaign missions. We've identified the location of each target in our walkthrough.
Royal Flush	Kill all Most Wanted targets.	Silver	30	Most Wanted targets are found throughout the Campaign missions. We've identified the location of each target in our walkthrough.

Special Achievements

These all have special requirements to complete.

Achievement Name	How to Get	PS4 Trophy	Xbox Points	Notes
Danger Close	Kill 15 enemies with a Zero-G grappling hook.	Silver	30	You can earn this by killing enemies with the grappling hook attack on Zero-G levels in the Campaign. There are many Zero-G sections in the Target of Opportunity missions. Whenever you can float near an enemy, do so and you will see the Tactical button appear in your HUD on top of the enemy. Press the button to execute a Zero-G grappling hook kill. Fifteen is a lot of enemies, so don't expect to get this in just one playthrough, particularly if you are playing on a hard difficulty (enemies will often shoot you before you can get close enough to pull off the maneuver). Go back and replay missions until this triggers.
You Know Nothing	Kill Kotch before his speech ends.	Silver	30	**This one has a spoiler, so don't read further if you don't want to know!** When you defeat Kotch in Operation Black Flag (at the very end of the level), Kotch begins lecturing you on why the UNSA will always lose. Shut him up before he can complete his speech by hitting the Melee button once he starts.
Captain's Log	Use the computer in the Captain's office.	Bronze	15	There are missions that require you to receive an incoming message on the Captain's computer. To earn this, just use that same computer to review personnel and After Action Reviews on the computer.
Reality TV	Watch a news cast.	Bronze	15	You can view newscasts in the rec room aboard the Retribution between missions. They appear on a large TV just around the corner of the door you exit after completing a mission.
Boots on the Ground	Go two minutes without double jumping or wall running on a mission where the abilities are available.	Bronze	15	Once you unlock the Boost-Jump in the third mission, this can be done at any time. Just avoid using the double (Boost) ability or wall run for two minutes of gameplay (without dying) and it will unlock.
Peek-a-boo!	Kick open a door, peek open a door, and throw a grenade while peeking through a door.	Bronze	15	There are several "peek" doors located throughout the Campaign. You have three options whenever you peek: Kick it with the Stance button, "peek" it by pushing forward until the door opens fully, or toss a grenade, killing whoever is on the other side. You should be able to get this through your natural Campaign playthrough.
Gravity Kills	Kill an enemy while floating in your own anti-gravity grenade.	Bronze	15	You get Anti-Grav grenades starting in the third Campaign mission. Toss one on the ground, walk inside the field, and then kill a nearby enemy to trigger this.
C12	Kill 3 C12s all 3 ways in one playthrough.	Bronze	15	This is one of the more challenging Achievements in the game. There are only three C12s that you can kill in one playthrough. That means you must activate each of the three types of deaths on the three enemies. The first way to kill a C12 is to blow off its limbs. This is most easily achieved in the first Campaign mission. The second and third ways to kill a C12 are by crippling its left or right arm and then jumping on top. Doing this executes a Quick Time Event. There's a different one for both the left and right arms.

CALL OF DUTY
INFINITE WARFARE

Multiplayer

What's New?

For veteran and returning players, here are a few quick notes on major new features and changes in *Call of Duty: Infinite Warfare*.

Rigs

Rigs are specialized suits of combat armor, each with a unique set of abilities that can be used to support you on the battlefield.

Every Rig has six different abilities: three payload abilities and three passive traits.

The payloads are often powerful weapons that you can use a few times in a match, while the traits are usually always-active bonuses, similar to (but often more powerful than) perks.

Rigs can be changed at any time in combat, so if you feel the need to adjust your setup, you can change both your Rig and your class loadout mid-match in response to specific threats or situations.

Health and Killshots Display

Ever been angry at an escaping player for getting away after you drilled them with what felt like a lethal number of shots? Or ever died and felt like you dropped far too quickly for whatever weapon your enemy was using?

Call of Duty: Infinite Warfare has added two new features to the HUD to help with these serious aggravations.

The first is health bars for all players. Now, when you shoot an enemy, you can see exactly how damaged they are. This lets you prioritize weakened foes and call out damaged enemies for teammates to eliminate.

The second is a new part of the killcam HUD. When you are killed, the killcam now shows you exactly how many hits you received and how many players were shooting you.

Those situations where it felt like you died too quickly are usually the result of multiple enemies tagging you with a few bullets, and now it's possible for you to see when that happens.

A bonus to the killcam feature, it's now possible to test any weapon's damage at any range, on any map, whenever you want. All you need is a cooperative friend or two and a private match.

Transforming Weapons

Several weapons have two different forms. These modular weapons can transform in an instant simply by holding the Weapon Switch button for a moment.

There is an assault rifle, submachine gun, and a sniper rifle with this trait. In their transformed modes, they act as a different type of weapon, giving you more flexibility in combat.

Energy and Ballistic Weapon Classes

Infinite Warfare is set far in the future, where battlefield weaponry has evolved with the deployment of multiple types of energy weapons.

Energy weapons regenerate ammo automatically over time, and their shots ricochet off surfaces, rather than penetrating them.

Energy weapons have an Extended Mags replacement that allows for faster ammo regeneration, instead of larger bullet capacity, and an FMJ replacement that enhances the ricochet effect.

Many Modes

Call of Duty: Infinite Warfare multiplayer packs in a lot of gameplay variety, and there are a *lot* of different gameplay modes. Most are returning favorites, familiar if you are a longtime fan, but there are also new modes and party modes.

eSports fans also have tools, allowing for customization of any gameplay rules for any mode, and a CoDCaster mode for easy spectating of both teams.

Simplified Class

For fans who are familiar with the Pick 10 or Pick 13 systems, this class customization should feel familiar and comfortable.

There are a few differences, mostly in that adding second perks, equipment, or primary weapons is all automatic and handled right in the interface.

If you want to purchase a second perk or piece of lethal or tactical equipment, the UI simply deducts the extra cost for the second item and equips it immediately.

CALL OF DUTY
INFINITE WARFARE

Basic Training

Movement

For veteran and returning players, here are a few quick notes on major new features and changes in *Call of Duty: Infinite Warfare*.

ABBREVIATIONS

ADS: Aim Down Sights. The act of aiming your weapon.

CQC: Close-quarters combat. Short-range, sometimes knife-range firefights.

AR, SMG, LMG: Assault rifle, submachine gun, light machine gun.

TDM, CTF, Dom, KC, FFA, S&D, S&R, Demo: Gameplay modes. Team Deathmatch, Capture the Flag, Domination, Kill Confirmed, Free for All, Search & Destroy, Search & Rescue, Demolition.

Walking and Running

Your normal form of movement is, simply, walking. While walking, you make a small amount of noise, move at a slow pace, and can quickly bring up your weapon to ADS or fire instantly from the hip.

Sprinting allows you to move more quickly, at the cost of lowering your weapon and increasing the amount of noise you make.

Sprinting everywhere is extremely dangerous. Alert enemy players pay careful attention to sounds, and if you are sprinting in enemy territory, they will hear you.

The other problem with having your gun lowered is an all but guaranteed trip to the grave if you round a corner sprinting and run into someone who is walking, or worse, already has their sights up and aimed in your direction.

The Gung-Ho perk allows you to hip fire while sprinting, which cuts some of the penalty, and the Dead Silence perk removes your footsteps. The two, together, can help you overcome the penalties of sprinting.

When you're in "friendly" territory and surrounded by teammates, it's generally safe to sprint, but once you get close to the middle of the map, or near objectives, *slow down*. You might take an extra few seconds to walk to a target location, but that's better than another ten spent running back from your spawn point because you sprinted into an ambush.

Jumping and Thrust Jumping

Jumping by itself isn't of much use in combat. It's primarily useful for moving around the map itself. You can jump into windows or onto walls.

Thrust jumping, on the other hand, allows you to use your Rigs' thrusters to double jump and hold the Jump button to gain more height or distance.

Learning to use your thrusters is *critically* important. Jumping over enemy players who are waiting at corner cover, onto wall run points, onto elevated terrain: all are important.

In particular, jumping in combat can throw off enemy aim, and at certain distances (particularly up close), can cause your enemy to completely lose track of you.

It's possible to jump and then thrust jump backwards over an enemy who ambushes you from behind, and if they aren't very quick to respond, you can turn what should have been an easy kill into a reversal.

Jumping around corners is also extremely useful. Players tend to cover terrain at player height on the ground, so if you come around the corner in the air on a random arc, it's much harder for an enemy to track you.

Jumping over a known enemy who is behind cover is also effective. If you're close enough to their location when you emerge from cover, you're likely moving too fast, relative to their position, for them to track you accurately, giving you a decisive edge when you open fire from above.

In CQC, thrust jumping tends to favor SMGs and shotguns, but some ARs with the proper attachments are still quite effective. LMGs and snipers are generally less effective at aerial combat, with pistols falling somewhere in the middle, depending on the specific model and its attachments.

CONTROL SETUPS

If you're a very aggressive player who favors rushing and CQC, look into customizing your controls—or even a custom controller!

You can move the Jump button from a face button onto a shoulder bumper, allowing you to jump and still aim your gun while airborne. This gives you a huge advantage over an enemy who has to move their thumb off the aiming stick to jump.

This sort of setup also makes maneuvering around maps safer and faster, as you can still aim while jumping into wall runs or onto elevated terrain.

Wall Running

Wall running is performed simply by jumping or thrust jumping onto any flat wall.

Most walls can be used to wall run, and many maps have areas that can *only* be crossed safely with a wall run.

There are also optional routes around the far edges of maps that can be reached with a combination of thrust jumps and wall runs. Explore the edges of the levels in a custom match and experiment.

Most of these alternate routes are a bit slower and a bit more exposed, and therefore dangerous to use. Some of them, though, are hidden from normal sight lines, and most of them allow you to attack from an unexpected angle. This can be very useful if the normal wall run approaches are being covered.

You can still aim and fire while wall running, but meeting another enemy player mid-run on the wall tends to be a coin-flip firefight, exactly the type you don't want to get into with regularity.

If you expect traffic on a common wall run point, you're better off posting up behind nearby cover and picking off the enemies as they try to approach, rather than risking a direct confrontation during the wall run itself.

Mantling

Mantling is simply pulling yourself up and over obstacles. This can be into windows, onto boxes, or onto rooftops.

Mantling is performed automatically. All you need to do is jump or thrust jump toward a surface you can grab, and your soldier automatically pulls you up and over the obstruction.

Sliding

Sliding is a very useful defensive and evasive move, and it can be used offensively with shotguns and SMGs quite effectively.

You can perform a slide by holding the Crouch button while sprinting. It is also possible to slide after landing from a jump or thrust jump.

Slides give you a sudden boost of momentum in the direction of the slide, and they lower your visible profile, making you a harder target to hit, particularly at a distance, and doubly so if you are sliding at a hard angle to the left or right of a hostile shooter's screen.

For aggressive play, sliding with shotguns and SMGs allows you to rapidly close into lethal distance while disrupting enemy aim at short range.

In general, thrust jumping over enemies in CQC is a safer move, but there are situations where sliding can allow you to surprise and ambush enemies with your quick movement.

There are also times when you don't *want* to jump, for fear of exposing yourself to more distant shooters. Sliding lets you use available hard cover nearby, and keeps you out of the line of sight of enemies who aren't part of the immediate short-range firefight.

FULL MOBILITY CONTROLS

Much like moving jump to a shoulder button, if you don't regularly use grenades, moving jump *and* slide to shoulder buttons allows you total control of your advanced movement options without ever compromising your ability to aim.

There's a definite sacrifice if you give up ready shoulder button access to both Lethal and Tactical Grenades, but the trade-off is superior aiming control in combat and the ability to instantly thrust jump or slide in any combat situation.

Remember that it is possible to slide in *any* direction after landing from a jump, so a thrust jump in one direction and a slide in another can be extremely difficult for enemy players to track.

Crouch and Prone

You can crouch by tapping the Crouch button, or go prone by holding it when you aren't sprinting.

Crouching and being prone both improve your accuracy a bit, but they also slow your movement to the point where evasive mobility is basically impossible.

Use crouching to lower your profile when behind low cover, and use prone to either hide completely behind cover, or to lay an ambush.

A prone ambush is a do or die tactic. If you pull it off, you can kill one or more enemies before they even notice you, but if you don't kill them immediately, odds are very good you're dead, because you can't do much in the way of dodging while prone.

Crouch and prone are both useful tools for briefly hiding when performing a reload.

HUD

Using your HUD for information in combat is critical to your survival, and the better you get at reading it quickly and using the information it gives you, the more effective you will be in combat.

Minimap

Your minimap is *extremely* important, and one of the primary means of locating not just enemies, but the entire enemy team.

If you know where your team is, you know where the enemy is *not*, so if you don't see your minimap lighting up with enemy contacts, it's often possible to predict exactly where the enemy team is moving, or holed up defending.

The minimap shows friendly players at all times, and displays enemies as red dots when they discharge an unsuppressed firearm.

There are quite a few loadout items that can affect the minimap, displaying extra information on it, typically revealing enemies for you. Likewise, there are defensive tools such as the Counter UAV, Ghost and Hardwired perks, or the Suppressor that can be used to keep yourself *off* enemy radar.

Remember that if you are using an unsuppressed weapon, you are lit up on the minimap every time you fire it, so be very aware of this danger when fighting in close proximity to the enemy team.

It's possible to deliberately use an unsuppressed weapon to *lure* enemies to your location, but this is a dangerous tactic, so be ready for multiple engagements and stay mobile after firing to confuse enemies pursuing you.

HARDCORE

Hardcore gameplay modes don't just have one- to two-shot kills with guns, they also entirely lack the HUD.

You *do* gain access to the minimap when your team has a UAV up, so knowing how to read and use it is still important, but with no minimap most of the time, you need to rely on your eyes, ears, teammates, and map knowledge to locate enemies.

Death Markers

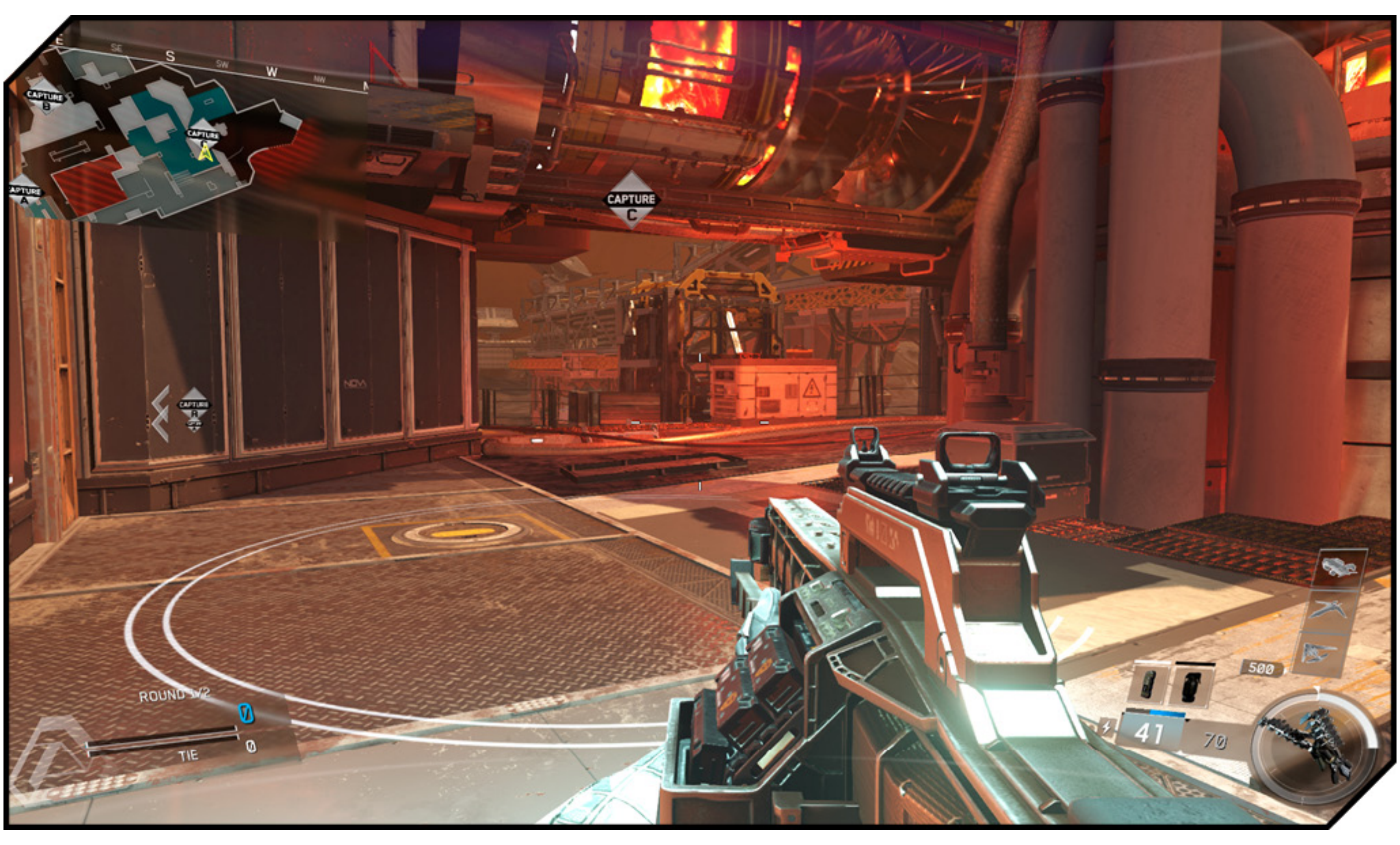
Death markers appear on your HUD where a *teammate* dies. You can use these to get a sense of where the enemy team is fighting yours, even if you don't spot any blips on your minimap.

Likewise, remember that the *enemy* team can see these markers whenever you kill one of their players as well.

Always, *always* assume that a second (and possibly third and fourth, depending on how close you are to their spawn) player is coming to investigate a fallen teammate.

Health

You can see enemy healthbars whenever you aim at them, allowing you to see how close to death a target is (or how lucky an escaping enemy was).



Killcam

When you are killed in combat, in non-Hardcore modes, you are given a killcam view that shows the last several seconds of gameplay from the perspective of your killer.

Additionally, the killcam shows *exactly* what killed you, if you died from bullets, how many shots, and how many players were shooting you.

Remember when you're watching a killcam, if it felt like a particularly infuriating death, that you're still dealing with the realities of Internet gameplay, and the killcam is *never* going to be fully accurate from your perspective.

Chalk up a death to getting into a poor situation in the first place, learn what you can from the killcam, and move on.

If you're a new player, killcams from players who are topping the scoreboards can be helpful, as they'll show you playstyle, places they tend to move and wait, and what loadout they're using.

Hitmarkers

Hitting another player causes your crosshairs to flare briefly, and plays a distinctive audio cue.

You can use hitmarkers to confirm hits on other players when shooting at distant targets, through walls, or even tossing a grenade into a room.

Some loadout options can improve your hit-recognition abilities by outlining targets that are hit with bullets or equipment, or triggering a radar ping from a downed enemy, giving you an informational edge in combat.

CALL OF DUTY
INFINITE WARFARE

Basic Training

Combat

Weapon Usage

Basic weapon handling is straightforward. You can fire your weapon from the hip by simply holding the trigger, or for more accurate fire at a distance, you can aim down the sights by holding the Aim button first.

Hipfire is inaccurate at anything past very short range, and is generally preferred on shotguns, SMGs, and some pistols. A few ARs and LMGs also have a hipfire accuracy bonus, and there are attachments that can improve hip fire accuracy.

ADS is the preferred method of shooting at enemies at any distance outside CQC. Even at short to medium range, ADS is still going to down targets more quickly than hip firing, for the majority of weapons.

Sniper rifles have one extra step when you're aiming. You can hold your breath by holding the Sprint button while aiming through a full sniper scope.

Without holding your breath, sniper scopes have noticeable sway as the sight drifts slightly. While held, the sight is completely stable, allowing you to land a shot exactly where you're aiming.

All weapons actually have some amount of idle sway while you're aiming, but it's both more noticeable and more controllable on sniper rifles.

Landing headshots on enemies deals bonus damage, although on the majority of weapons, a headshot won't shave a shot off the number it takes to down a target—*unless* the target is already damaged or at very long range for some weapons.

There are two attachments that increase headshot damage, and with one equipped, those *do* allow you to kill a target quicker if you score one or more headshots. If you ever get dropped incredibly quickly at short range by someone with a lucky hipfire spray, that's likely what killed you.

When you take damage in combat, your aim is thrown off slightly (we refer to this as *flinch*), and this can easily cause you to miss shots, especially when firing at medium- to long-range targets.

The Marksman perk can reduce this felt flinch, allowing you to stay on target more reliably when using a sniper rifle.

Weapon Control

All weapons have recoil when fired, and while you can control this to some extent by learning which direction your weapon drifts when firing and compensating, as a general rule, if you're firing on full auto, you're not as accurate as semi-auto or firing in short bursts.

For most weapons, you can use full auto fire reliably at short range, short bursts at medium range, and single shots or very short bursts at long range.

Some weapons are made for medium- to long-range fire, and have minimal recoil, allowing you to fire longer bursts (or even full auto) and still stay roughly on target.

Some attachments can improve your accuracy or reduce recoil, giving you an edge in long-range engagements.

Weapon Damage

Most weapons trade off accuracy and damage. The more accurate a weapon is, the slower it kills, either because it fires more slowly to begin with or because each bullet does less damage.

The majority of weapons in the game have similar kill times *against weapons in their class*, and that usually means against weapons made for the same *range*.

Most of these are pretty obvious: shotguns, SMGs, and pistols for short-range work, ARs for medium range, and LMGs and sniper rifles for medium to long range.

There are some exceptions, and with attachments you can customize a weapon to perform a bit better at a different range band. You can tinker with an SMG to be a bit more accurate at medium range, or an AR to perform better at close to medium and medium to long ranges.

The modular weapons generally switch range bands when transformed, giving you a two-in-one weapon that can fight effectively at two different distances. They usually aren't quite as strong as a natural weapon of that range, but still an improvement over using, say, a sniper rifle for close to medium engagements.

Sniper rifles can kill in a single shot, but depending on how powerful the specific model is, it may require you hit from the waist, chest, or neck up to land that single-shot kill.

DAMAGE FALLOFF

***Most* weapons lose damage over distance. That is, if an AR kills in three or four shots up close, it may drop to five or six at very long range.**

In general, weapons made for short range have more rapid falloff, so at distances where an AR needs four shots to kill, an SMG might need five or six (and likely has less stability to land those shots at range on top of that).

Weapons also lose damage if fired through light cover (the FMJ attachment can reduce this penalty).

The only way to *increase* damage is land a headshot, with or without the Hollow Point or Faraday Slug attachments.

LMGs tend to have minimal falloff at range, in comparison to the other automatic weapons, while snipers generally have none, but require upper-body shots to score one-shot kills.

Reloading

Reloading is a simple act, but an important one, and misuse of it can easily get you killed.

First, *reloading after every kill is a bad idea.* You have enough bullets in almost any weapon, except *maybe* certain secondary pistols, to take down multiple targets with a single magazine.

The Dexterity perk can double your reload speed, but this can serve to amplify a bad habit, rather than aiding you with the faster reloads.

This is doubly true if your weapon has a larger than normal basic magazine, or you're using a ballistic weapon with the Extended Mags attachment.

Get into the habit of downing a target, *waiting* for just a moment, and then, if no additional targets have appeared, ducking behind cover for a moment and reloading.

You can reload on the run, so there are definitely situations where dropping a target and staying mobile while reloading is a good idea, but killing an enemy, starting a reload, and continuing to sprint *into enemy territory* is usually a very, very bad one.

Mechanically, reloading takes place in a few stages. The speed of your reload depends on the weapon you are firing, and whether you have fully emptied the magazine.

A completely empty mag (or belt, or clip) takes slightly longer to reload, as part of the reload animation includes pulling a charging handle or racking a slide.

A partially empty mag reloads a bit faster, with no extra animation.

On many weapons, the time it takes for the ammo to be added back into the magazine is actually faster than the full reload animation. It's possible to *cancel* the animation by double tapping weapon switch.

If you want to reload cancel by sprinting (a trick many veteran *Call of Duty* players are accustomed to performing), there is an option in the controls menu that allows you to cancel a reload by beginning a sprint, rather than continuing to reload when you start running.

Melee

Melee attacks are a weapon of last resort, as they won't kill unless you are behind your target. From the front, they'll daze and deal damage, but leave you open to being shot.

If you have the Combat Knife equipped, melee strikes from any angle are lethal and silent.

Otherwise, stick to firing your weapon in close-range encounters. If you fire and your enemy melees, odds are you come out standing.

Equipment

Equipment encompasses Lethal and Tactical gear, which includes a wide range of grenades and several other devices.

Equipment can be very useful (particularly for securing objectives), but it's important to understand that by spending class building points on equipment, you're using up permanent points for temporary items.

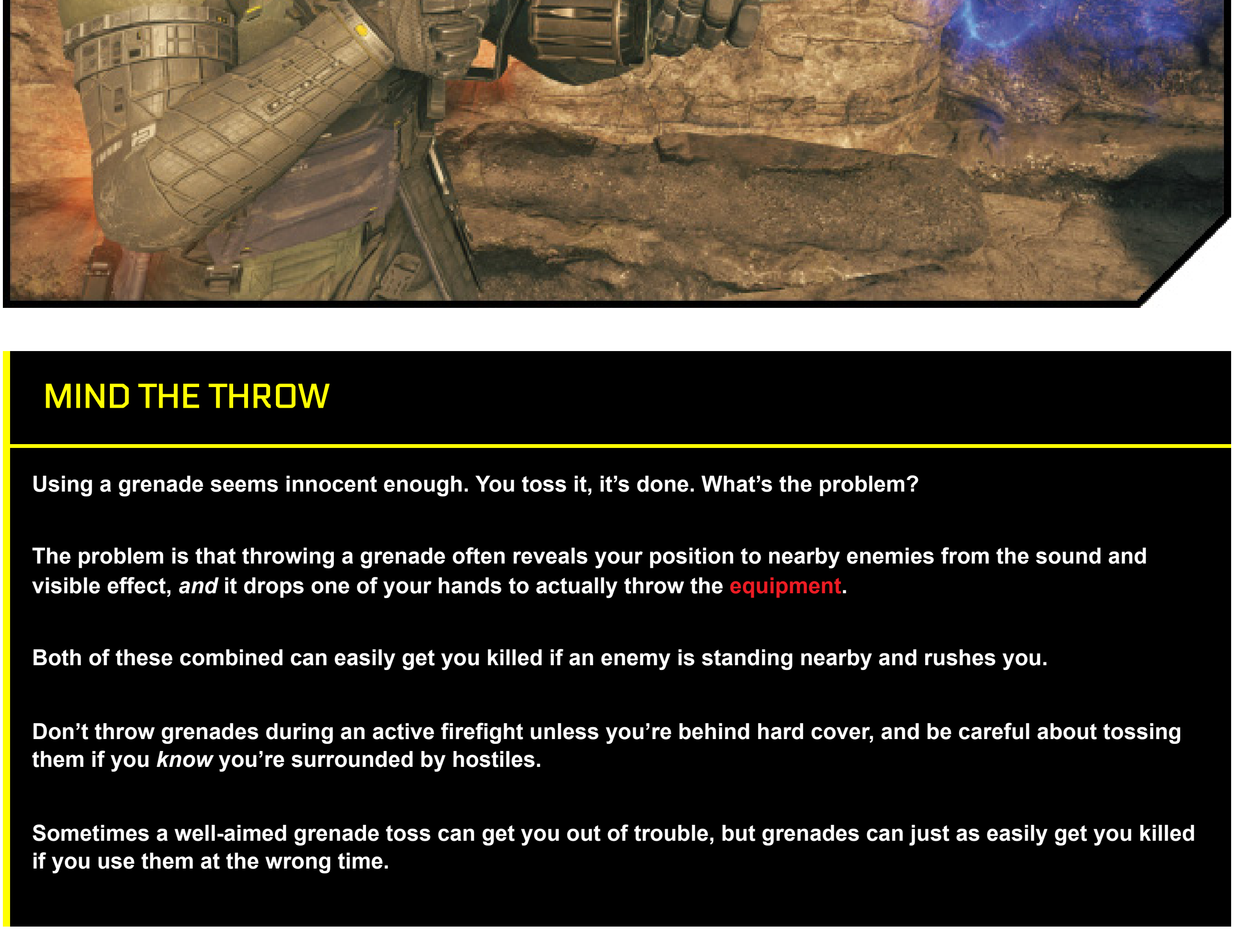
The exception is if you run the Warfighter Rig's Resupply trait, which allows you to refill Lethal and Tactical gear from packs dropped by enemies.

Otherwise, it's extremely important that you get full use from your equipment every life. Otherwise, you're better off investing those points into a perk, weapon, or attachment.

The Stryker Rig also has several passives that can make your equipment more effective in objective modes.

For general aggressive play, Resupply is a better choice, but for specific objective play, Stryker's Relay and Hardened traits can be quite effective.

The Gung-Ho perk allows you to throw equipment on the run, particularly useful for Jammer and Blackout Grenades that you can toss as you move to assault an area at high speed.



MIND THE THROW

Using a grenade seems innocent enough. You toss it, it's done. What's the problem?

The problem is that throwing a grenade often reveals your position to nearby enemies from the sound and visible effect, *and* it drops one of your hands to actually throw the equipment.

Both of these combined can easily get you killed if an enemy is standing nearby and rushes you.

Don't throw grenades during an active firefight unless you're behind hard cover, and be careful about tossing them if you *know* you're surrounded by hostiles.

Sometimes a well-aimed grenade toss can get you out of trouble, but grenades can just as easily get you killed if you use them at the wrong time.

Cover

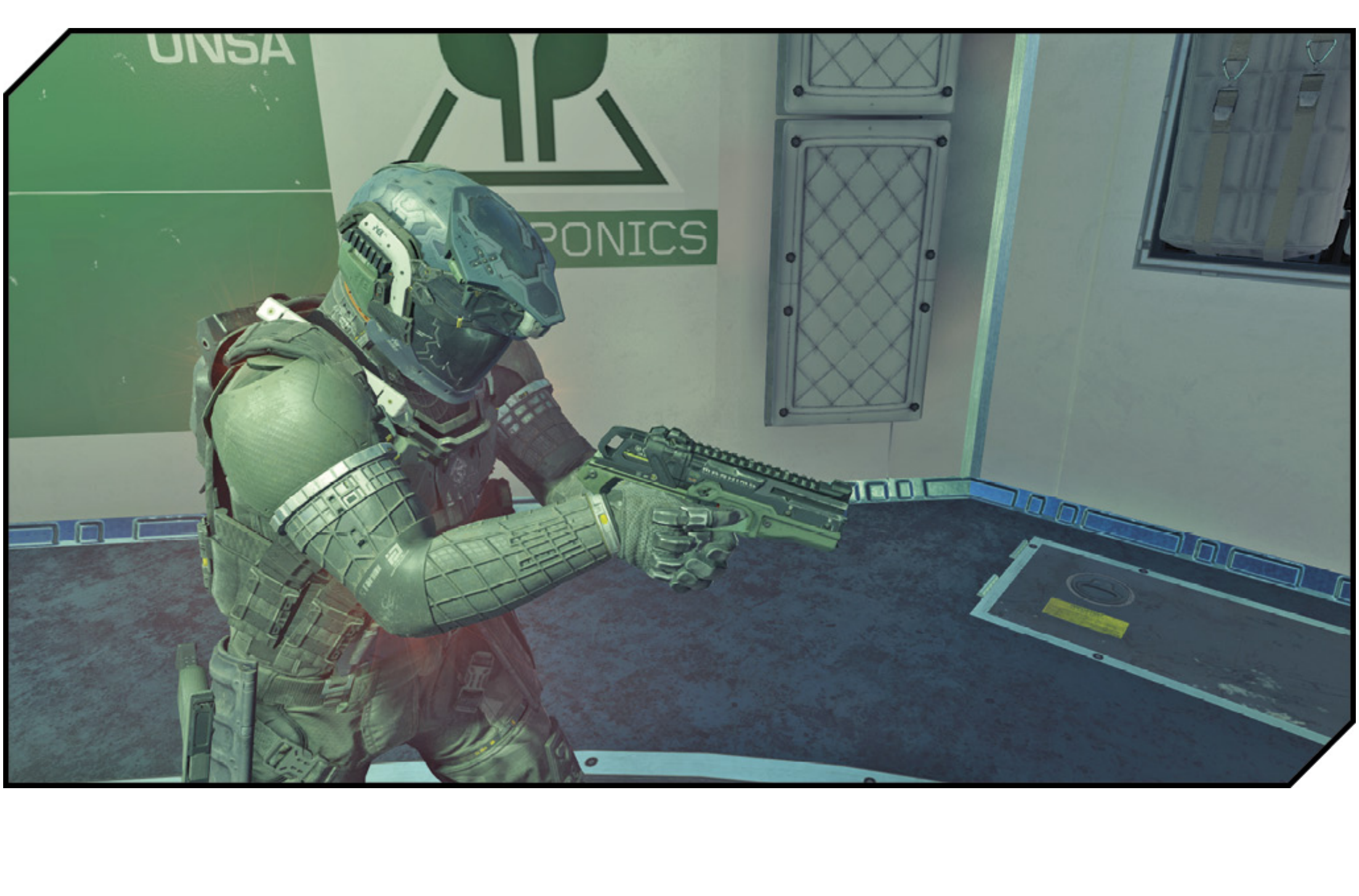
Using cover in combat is crucial to survival, but keep in mind that Rig thrusters mean that hiding behind cover isn't a guarantee of safety. An enemy can easily jump over your head and attack from above.

Still, using cover for mid- to long-range firefights is vital. Always look for nearby cover before posting up to cover a lane, and whenever possible, move between cover when the coast is clear so whoever you took down doesn't know where you're standing if they return.

Hard cover is any cover thick enough that you don't need to worry about bullet penetration getting you killed. This is important if an angry enemy with an FMJ LMG is spraying bullets at you.

Soft cover is either thin enough that bullets can penetrate, or simply visual distraction that makes you harder to spot but not necessarily any harder to hit.

Any cover is better than standing in the open. The only time you should be in the open is because of an objective, and even then, strafing constantly or going prone is better than standing immobile.



Class Customization

Configuring your custom classes is straightforward.

You have ten points that can be spent any way you see fit. Most items cost one point; some cost two.

Some examples:

- You can equip one primary and one secondary weapon.
- You can equip a primary weapon in the secondary slot for an additional point.
- You can equip one Lethal and one Tactical piece of equipment.
- A second Lethal or Tactical item costs an additional point.
- You can equip one perk from each of the three perk categories.
- A second perk in any category costs an additional point.
- One sight and up to five attachments can be added to a gun.
- The third, fourth, and fifth attachments each cost an additional point.
- A basic loadout of one primary weapon with a sight and two attachments, a single secondary weapon, one Lethal, one Tactical, and one perk from each category is exactly ten points.
- A primary with a sight and five attachments is ten points.
- A primary or secondary with six perks is ten points.
- A primary with two Lethals, two Tacticals, and one perk in each category is ten points.
- A primary weapon in both the primary and secondary weapon slots, each with a sight and two attachments and a single perk, is ten points.

The more you invest attachments, equipment, or perks, the more expensive it becomes. Spreading your points around lets you get more items for your loadouts.

As a general rule, perks tend to give you more bang for your buck per point, as they provide always-on benefits that you can't get any other way.

Equipment should usually only be used if you are running Resupply on the Warfighter Rig, Stryker with Relay or Hardened, or you're using a build specifically intended to help secure objectives in objective game modes. This goes double for investing the extra points in a second Lethal or Tactical.

Think carefully before taking extra attachments beyond the first two on any weapon.

Rigs

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You should consider your Rig loadout to be part of your custom class, particularly the trait you select. Many of the traits pair extremely well with perks, and some work well when playing aggressively with short-ranged weapons, or defensively at long range.

Rig payload weapons come down mostly to personal preference, but Rig payload utility skills also work in tandem with your class loadouts to help you in specific game modes and roles. Some are well suited for objective play; others are useful for aggressive or defensive play.

Remember that you can change your Rig in combat just like your class, so if the situation changes, you can always change your Rig to suit it.

Scorestreaks

Scorestreaks should be chosen based on your personal skill level (how confident you are you can secure mid to high streaks) and the game mode you are playing.

Powerful offensive streaks are nice, but the simple UAV can help your team a lot more if you can earn it more reliably.

If you're new, using the Drone Package to get a random scorestreak reward isn't a bad idea. While it is definitely not the best choice for a focused loadout, it's a good way to experiment with different streaks.

For team support, you can't beat UAV, Counter UAV, and Advanced UAV.

For objective clearing and defense, any of Trinity Rocket, Scorchers, and Bombardment work great.

For area denial and defense, Vulture, Shock Sentry, and Warden are your best bets.

The high-end offensive streaks (THOR, R-C8, and AP-3X) are all powerful, but it's a question of if you can earn them, rather than if they will be useful.

Remember the Warfighter Rig's Persistence trait can allow you to earn streaks even if you die, but the cost (and the fact you can only earn each streak once with it active) means it isn't a good choice if you want to run a low streak set like UAV/Drone Package/Counter UAV.

You don't have to take all three scorestreaks; it's entirely possible to take UAV only if you really just want to loop a single streak as fast as possible, or UAV/CUAV for pure team support.

Keep a custom class around that runs Blind Eye, Engineer, Blast Shield, Smoke Grenades, a secondary launcher, and a primary LMG with FMJ or Ram Servo. You can maul enemy scorestreaks with such a loadout.

CALL OF DUTY
INFINITE WARFARE

Rigs

Customized Battle Armor

Rigs are sophisticated suits of combat gear, part protection, part battlefield computer, loaded and equipped for the rigors of war, on land or in space.

Your Rig can be chosen and customized in your loadouts, just like your classes. Each of the six different Rigs offers you the choice of one of three different payload abilities, and one of three different traits.

Payloads are activated abilities. During matches, your payload meter fills over time and as you earn score, and once filled, you can trigger your payload activation one time.

Some payloads are offensive in nature, granting you a powerful weapon that can be used for a short time. Some are defensive, giving you a few precious seconds of survivability. Others are utilitarian in nature, giving you superior battlefield awareness or enhanced mobility.

Traits are primarily passive abilities that give you an always-active benefit. Most are very specifically suited for a particular *playstyle*, and often work extremely well in certain game modes. Some traits do give you some form of active ability (though not in the same manner as the short-lived but powerful payload abilities). See the trait descriptions for more information.

EXPERIMENT WITH YOUR RIGS

You can switch up your Rig loadout at any time. While you're still learning what the Rigs can do (and learning the game), don't hesitate to switch them around when you're in combat.

If you find that the map and game mode aren't a good mix for your current Rig, change it.

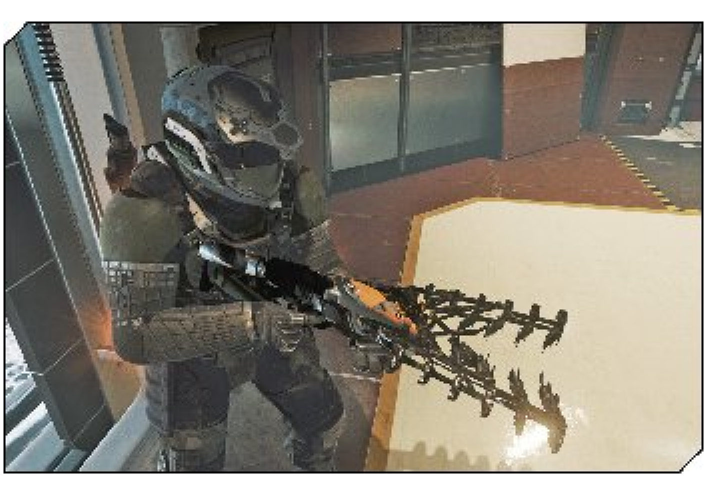
Once you have more familiarity with different Rig abilities, spend the time to tailor your Rigs to your personalized classes.

Combining the right Rig with the right class loadout can enhance your performance considerably, so take the time to explore different combinations of Rig setup and class loadout.

Assault Class battle Rig: Outfitted for operating in a variety of situations

An all-purpose combat Rig, the Warfighter has payloads and traits that are broadly useful across many game modes. If you aren't entirely sure what Rig to take, the Warfighter is a good choice.

Payloads



Claw

Rapid fire, spread shot firearm with ricochet ballistic rounds. Aim Down Sights for more focused damage.

The description for the Claw almost downplays its effect. The Claw *sprays* projectiles extremely rapidly, and between the spread and the bouncing, any soft targets in your way can be quickly mowed down.

Take advantage of the bouncing and spread both in narrow spaces by saturating small rooms and narrow halls from around the corner or out of view. You can kill enemies without even exposing your location.

When ADS, the Claw's spread tightens enough to target enemies at a medium range, but it is generally not a good choice for tackling distant enemies. Try to keep your targets at close- to mid-range at most.

The Claw is *extremely* effective at destroying scorestreaks. You can rapidly take down Vultures, Sentries, even the mighty R-C8 or Apex. If a Warden gets close enough and you can fire at it from cover (or with Blind Eye equipped), you can destroy it, as well.

Combat Focus

Gain double streak points for a limited time.

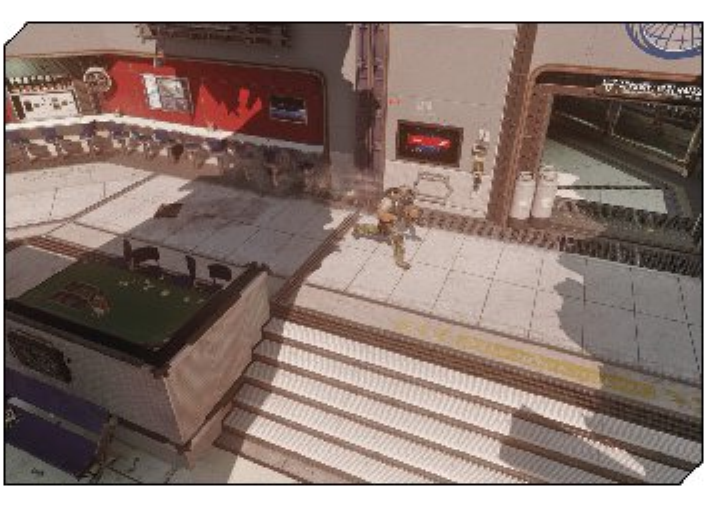
A straightforward payload that requires some care to use well, Combat Focus doubles your potential score earnings for a short time, but you have to both stay alive *and* get a good score while it is active for this to be a worthwhile payload to take over the alternatives.

With that said, Combat Focus can be extremely useful for reaching the high-end streaks if you are careful about when and where you use it.

Trigger Combat Focus when you are already a good part of the way towards an upper-tier streak, and just before you are about to gain a bunch of points from completing an objective or ambushing a group of players.

If the battlefield conditions are firmly in your favor—friendly streaks or teammate intel, known enemy positions, a near certain objective completion—activate Combat Focus and capitalize on the potential gains.

Combat Focus can also be useful for gaining mid-tier streaks more reliably, but if you are planning on looping low end streaks, other payloads are usually a better choice. Likewise, if you're still struggling to chain together kills while learning the game, you may want to pass on this ability until you have gained more experience and you're confident you can take full advantage of its power.



Overdrive

Grants a temporary speed surge .

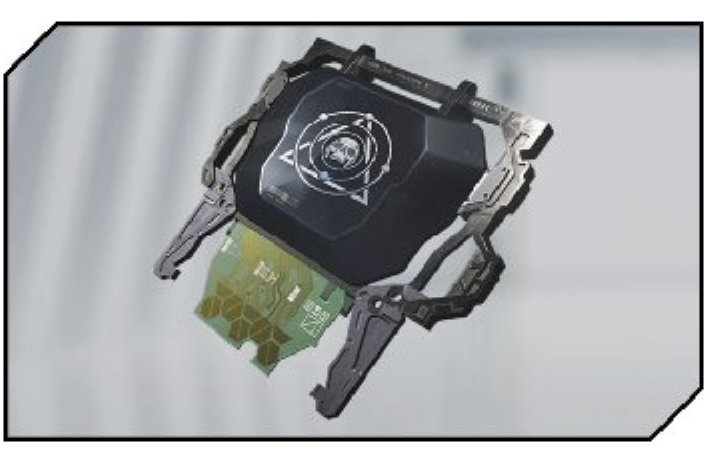
A very simple, but very useful, payload, Overdrive gives you a huge burst of speed for a short time.

This makes Overdrive ideal in objective modes where reaching a target quickly is critical (especially modes like CTF or Uplink).

Overdrive can also be useful at the beginning of rounds to quickly reach a key chokepoint before the enemy can get in range. Surprising and ambushing the enemy team by already being in place and ADS as they round the corner can net you some easy early kills.

Overdrive can also be used as a defensive skill to help escape from dangerous situations. Don't rely on it to save your life if you're surrounded by multiple enemies, but it can help if there's a lot of mixed cover on your escape route. Your extra speed can make you a tough target to finish.

Traits



Ping

Kills and assists activate a sonar ping at the enemy's death location, revealing nearby hostiles to teammates.

A powerful informational trait, Ping can give you early warning of nearby enemies, and avoid the dreaded post-kill ambush from your target's teammates.

This is an extremely effective trait for aggressive rushing builds, where knowing the location of enemies in close proximity can be the difference between life and death.

When playing more defensively or at long range, Ping is *usually* less useful, although there is still some value in tagging targets for your teammates if you're protecting a key objective location or chokepoint.

The Ghost perk hides enemies from the radial ping after you kill an enemy, but if you kill an enemy with Ghost, they still generate a ping at their location. Just keep in mind that if you're ambushed by someone in close proximity and you didn't spot them on the minimap, one or more players on the other team are probably running Ghost. Keep your guard up even if the minimap looks clear!

Enemies killed by teammates after being pinged give you bonus score. Combine this with the Hardline perk to earn even more points.

Persistence

Disables the reset of scorestreaks on death while making scorestreaks cost increasingly more points. You can only earn each of your scorestreaks once per match.

Persistence is an unusual trait; it changes how scorestreaks are acquired. Instead of death resetting your score and progress, while you have Persistence active your score remains even if you die.

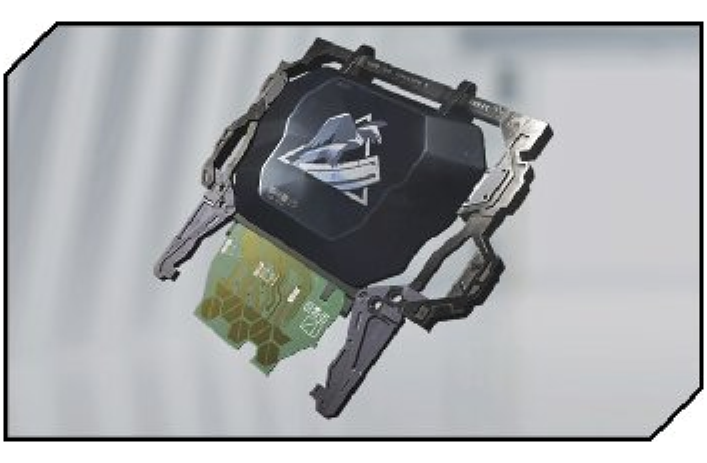
The trade-off is that your streaks become *much* more expensive, *and* you can only earn them once in a match.

In general, Persistence is most useful for the mid-tier streaks. You can usually earn the lower streaks with a bit of practice, even if you're new. The high-end streaks become *extremely* expensive with Persistence active.

The mid-tier streaks, however, can be reliably earned, and if used carefully and intelligently, the one-time use of those streaks can aid your team significantly.

Persistence isn't a bad choice for low end streaks in non-respawn game modes, where you may not earn many streaks to begin with, and a few guaranteed streaks can tip the outcome of a match.

Spend some time playing with Persistence. You may find that you enjoy not worrying about death resetting your streak progress, or you may find that it hampers your ability to rapidly loop low end streaks or achieve high streaks, period.



Resupply

Resupplies Lethals and Tacticals by picking up ammo boxes after successful kills with non-explosive ballistic or energy weapons.

A very powerful trait for equipment-focused builds. If you want to torment the enemy team with an endless barrage of Jamming and Blackout grenades and a rain of C4, this is the trait to take.

Needless to say, Resupply is a rather poor choice if you aren't running equipment…

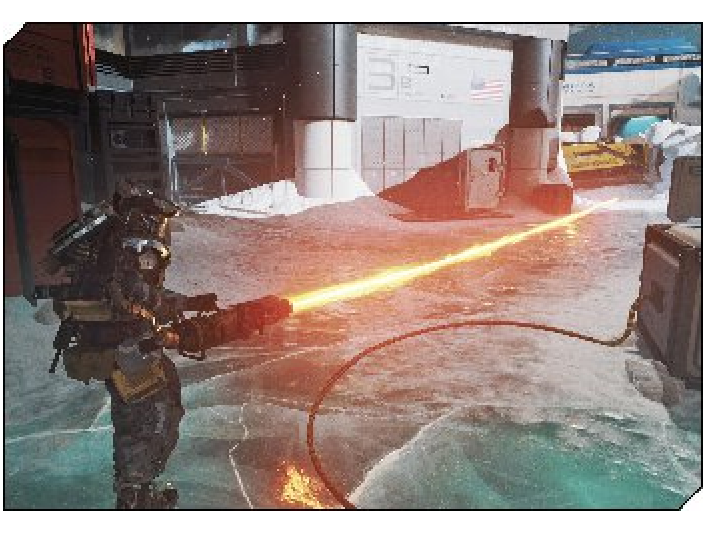
Keep at least one build around in your custom classes that has Resupply and one or more Lethals and Tacticals equipped. In several objective game modes, near endless grenade spam can provide a decisive advantage for your team.

If you're on the receiving end of this unpleasant bombardment, remember that Blast Shield and Tac Resist can help reduce the effects of hostile equipment considerably, and Engineer can help you spot traps ahead of time.

Merc Class battle rig: Focused on heavy defense and suppressive fire

The brute force Rig, with several payloads and traits that grant a player an edge in durability. Merc is ideal for direct assault.

Payloads



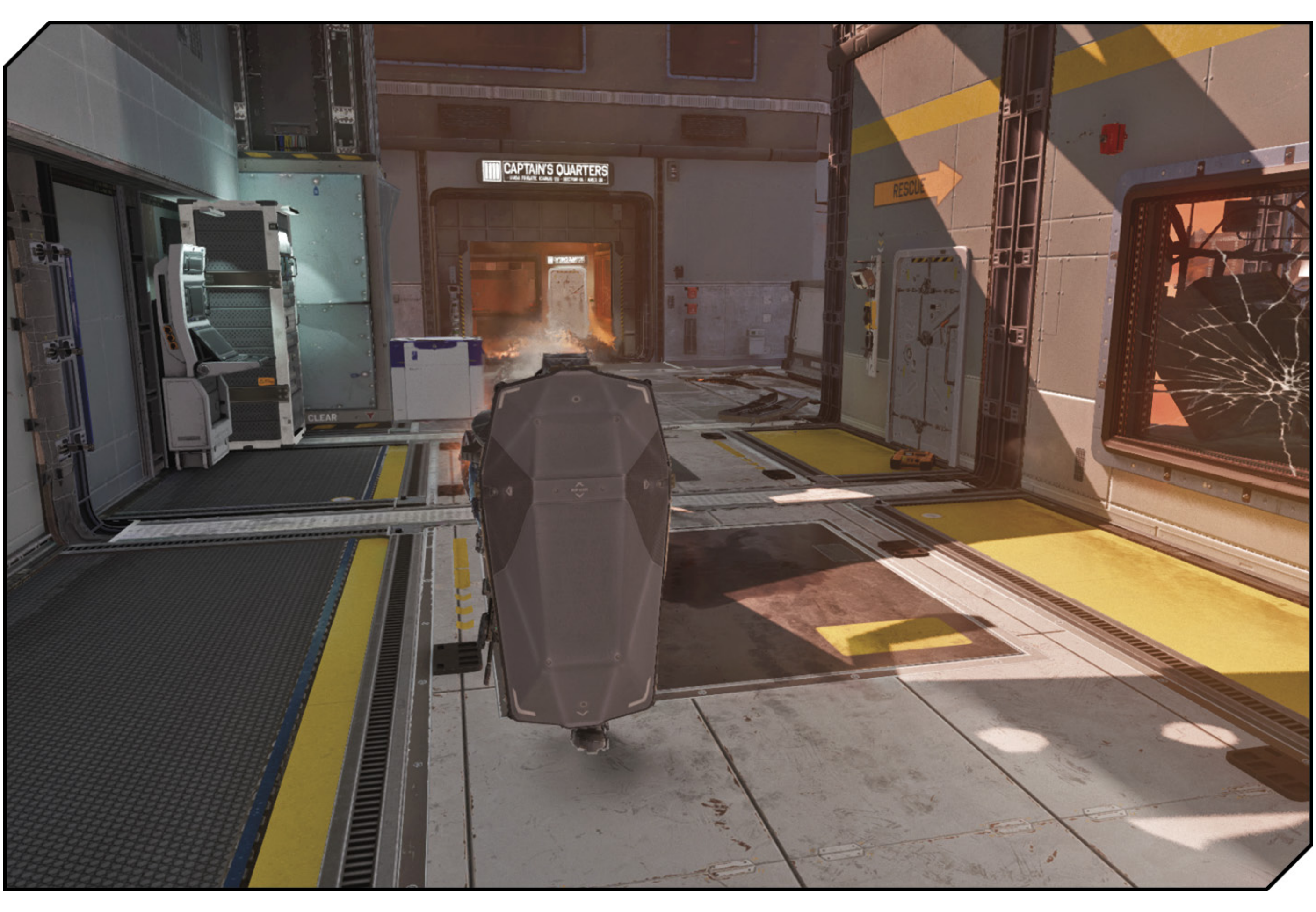
Steel Dragon

Heavy beam-based weapon with multi-target tracking.

Firing a powerful energy beam, the Steel Dragon automatically locks on and fries any targets near the line of fire. If you catch them unaware, you can vaporize an entire team in seconds, with ease.

Don't use the Steel Dragon out in the open, however. The beam is highly visible (attracting unwanted attention), and it has limited range.

The Steel Dragon's beam is decent against enemy streaks, though not exceptionally powerful, and the need to keep a continuous stream of fire can be dangerous against some of the nastier streaks. Still, in a pinch, it can work to remove or heavily damage a key enemy stream.



Bull Charge

Charge forward leveling all enemies in your path.

Grants you a ballistic shield and allows you to smash anyone in your path as you lunge forward for several seconds.

Bull Charge can be effective (and it is highly satisfying to use), but choose when and where you use it carefully. Charging ahead into the open can very easily get you killed.

Ideally, you want to charge enemies in narrow hallways, where you can ignore incoming shots and smash your opponents with ease. Out in the open where enemies can simply jump away from you, it is less effective.

Bull Charge can also work to clear out an objective in some situations, either directly by ramming enemies, or by providing a very visible threat that draws fire so your teammates can deal with the enemies safely.

Reactive Armor

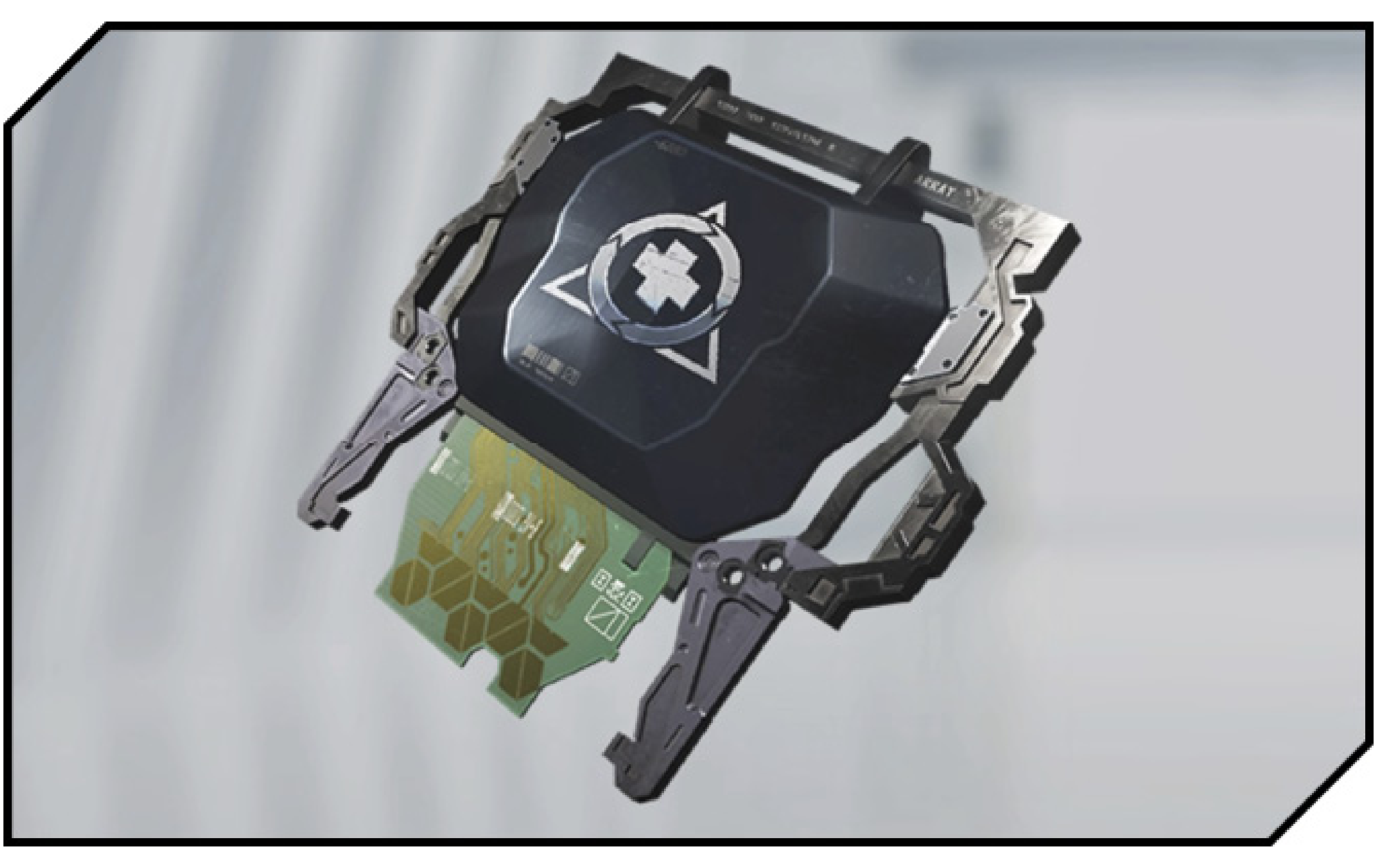
Electromagnetic shell that protects against all forms of damage.

Reactive armor essentially acts as a solid health boost, useful in mobility focused objective modes, or for aggressively breaking a lock on a defended position.

Incoming damage from weapons is briefly absorbed, granting you a bit more than double your normal effective health. This will *not* save you from sustained fire, but it can absolutely win you a one on one engagement with ease, and can provide you a few precious seconds to secure an objective.

Reactive Armor works well in any situation where you *must* expose yourself to enemy fire, and that means any offensive role in objective game modes.

Traits



Infusion

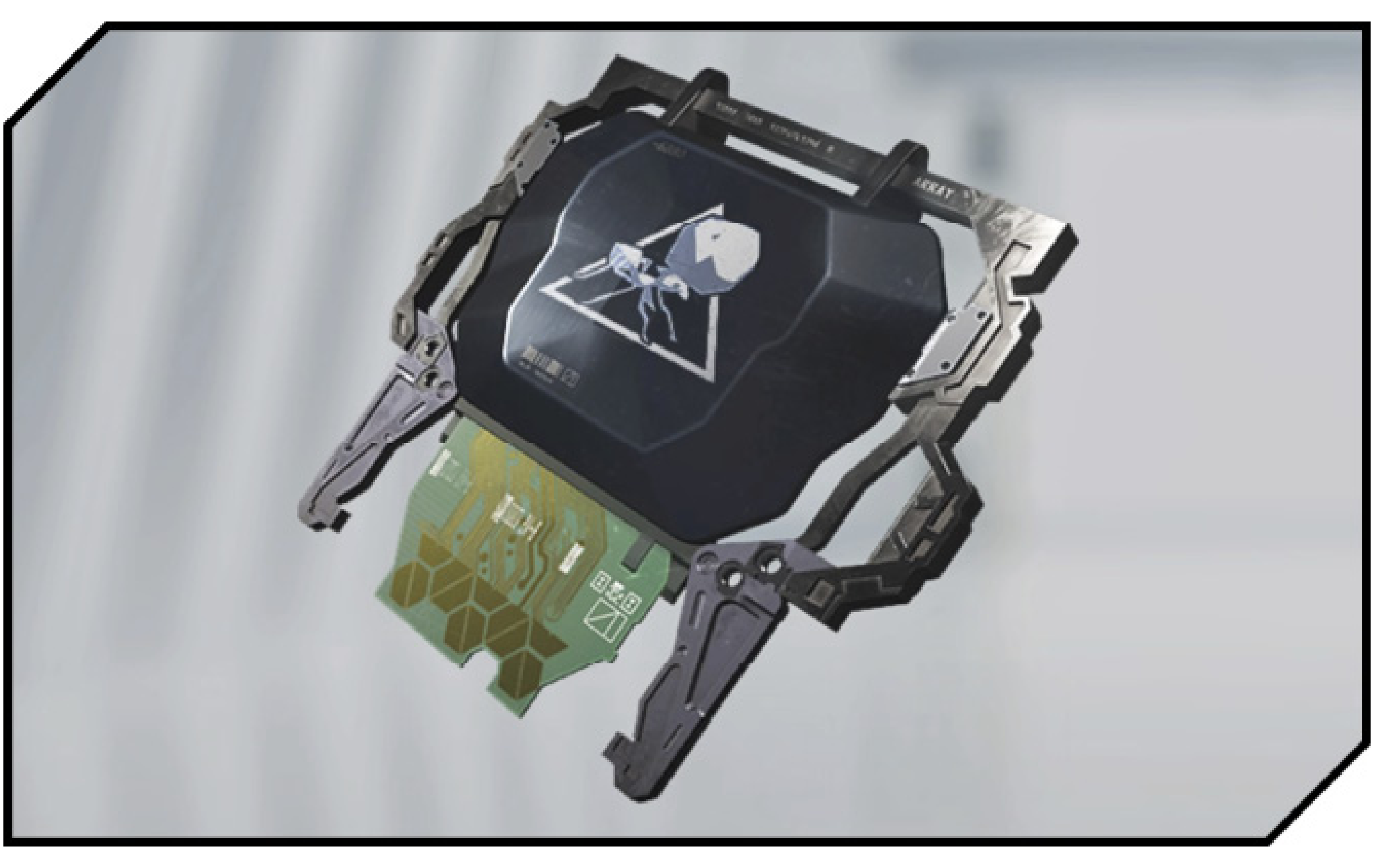
Regenerate Health faster.

Straightforward and effective, Infusion is most useful for very aggressive CQC builds. Infusion's simplicity also means you don't need to think about using it situationally. It simply helps you whenever you're damaged, with no fuss.

When fighting near the enemy team, it isn't unusual for you to be killed by a second nearby enemy because you were still damaged from your first.

In those situations, Infusion can save your life, giving you just enough time to regenerate to full before you are jumped by another enemy.

ICU can also be somewhat handy in peek and shoot firefights, where you are ducking behind cover to heal. ICU lets you recover faster than your opponent, giving you an edge in an otherwise even fight.

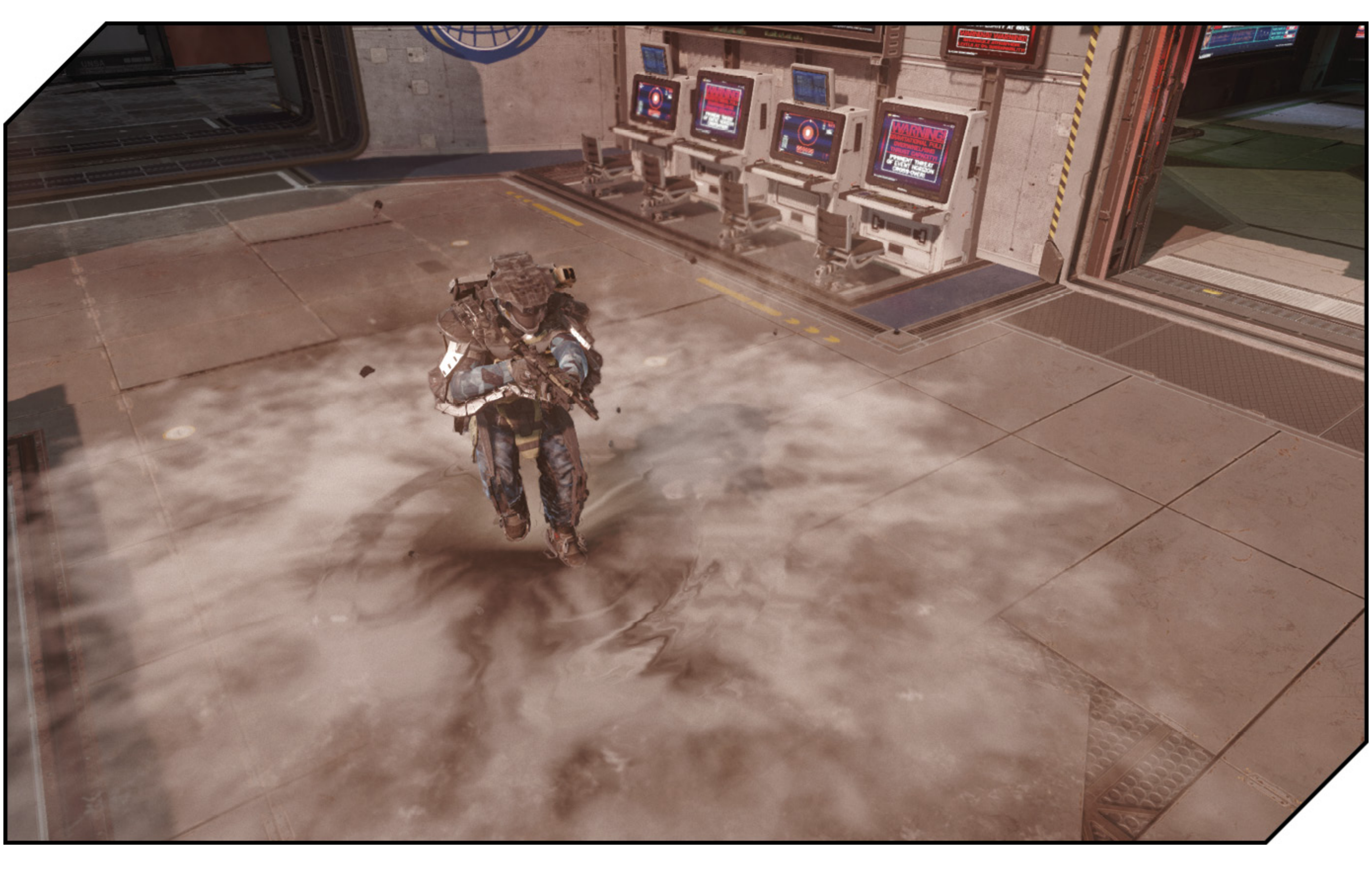


Man-At-Arms

Start with maximum ammo capacity and weapons no longer slow default movement.

A helpful perk for aggressive builds, Man-At-Arms bonus ammo lets you eliminate more targets without relying on Scavenger, and the mobility improvement is useful on any weapon type.

It is particularly useful for LMGs, which suffer from poor handling and mobility in comparison to other weapon types. Man-At-Arms lets you ignore the movement penalty.



Shockwave

Press right analog while in the air to perform a devastating ground slam.

A trait that grants you a new *active* ability, Shockwave is most useful if you are a player that favors constant thruster usage to jump and engage enemies from the air, and you fight in CQC constantly.

If you are, and you fight in close proximity to enemies frequently, Shockwave can give you another tool to help eliminate enemies in CQC fights. Jump over cover to surprise a waiting player and smash them from above.

Shockwave works best on unaware enemies, or enemies that are expecting you to jump and shoot, rather than jump directly over their heads and come straight down.

If you don't jump frequently, or you forget to make use of Shockwave, you're better served with a different trait choice.

Synaptic

C6 class remote operated droid: Optimized for speed and close-quarters combat

A rig made for CQC, Synaptic has a range of payload and trait options that support an aggressive, short-ranged playstyle.

Synaptic is also notable for the Propulsion trait, the only means of improving your Rig's thruster recharge rate.

Payloads

Equalizer

Dual integrated machine guns with built-in suppressors for close-quarters combat.

An extremely lethal CQC, the Equalizer is a pair of suppressed SMGs that are accurate, powerful, and have plentiful ammo for a dual wielded weapon.

Equalizers shred other players up close. Just avoid using them at a distance in outdoor areas where long-ranged enemies can take you down.

The Equalizer is also surprisingly effective against scorestreaks, and not a bad choice to eliminate them, as long as you can get in close enough to attack safely.

Reaper

Switch to rapid melee combat mode.

Activating the Reaper payload transforms you into a four-legged melee mode and moves the camera into third person view. While in Reaper mode, you can sprint and leap at high speed, and your melee attacks are fast, allowing you to lunge at targets, and are instantly lethal.

In any interior area or outdoor area with plentiful cover that you can use to get close, Reaper is extremely deadly. It's not uncommon to scythe through multiple targets even if they *are* aware you're coming.

Just avoid wide-open spaces or distant targets, where your melee only offense might be a liability.

Rewind

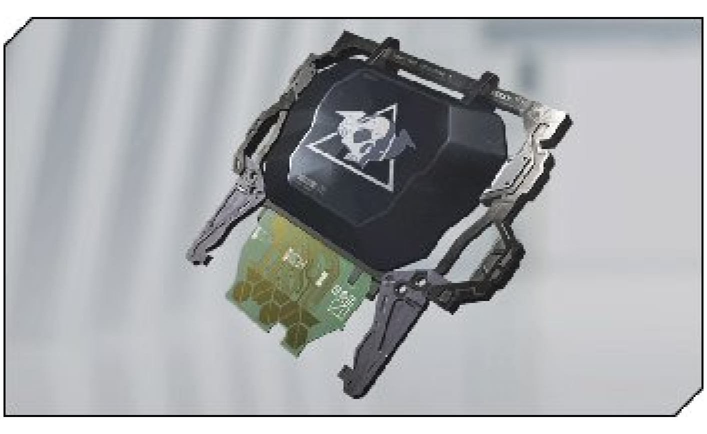
Rewinds your position and replenishes health and ammunition.

An unusual defensive and utility ability, Rewind actually moves you backwards in time, based on where you were a few seconds in the past.

You can use Rewind to escape a dangerous situation, but you need to be *very* proactive with its use. If you wait until you are already taking damage, it's probably too late. Instead, recognize when you're in a bad situation and trigger Rewind immediately.

Rewind also carries some nifty utility: when activated, it fully restores your ammo supplies for equipped weapons. This also applies to launcher secondaries, which normally can't be refilled by any other means.

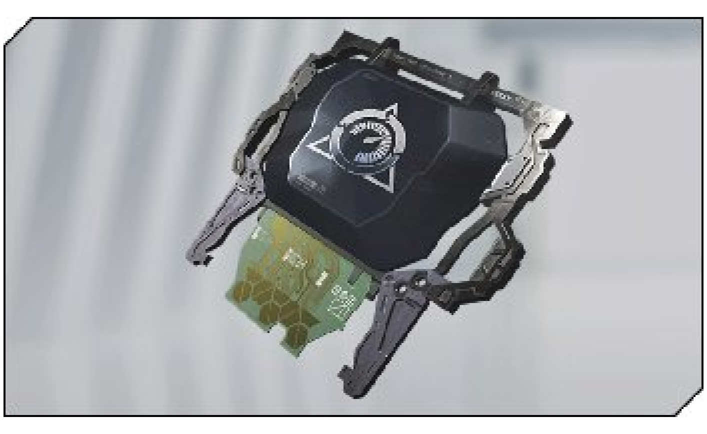
Traits



Combat Burst

After each kill, gain a brief boost to movement speed.

A useful trait for aggressive CQC, Combat Burst speeds up your movement after a kill. In situations where you are engaging multiple enemies in close proximity, you can maintain a speed edge in every engagement.



Propulsion

Improved thrusters allow energy to recover faster and also damage enemy players below.

A very powerful trait if you use thrusters heavily, propulsion almost entirely eliminates the recharge delay after using up your boost meter, allowing you to jump and thrust repeatedly with little to no delay.

Propulsion *also* damages enemies immediately below your thrusters when used, with the damage depending on their proximity to you. If you feather the jump button over an enemy, you can even outright kill them with the exhaust from a single thruster charge!

If you don't use your thrust jumps often, there are better options, but for aggressive airborne players, there are few better traits.

Rushdown

Execute a quick move in any direction by pressing the right analog button.

Rushdown allows you to execute a fast moving dash in any direction. You can use this move to duck behind cover during a firefight, help to evade long-range shots, or try to confuse an opponent's aim in CQC.

Because Rushdown is an active trait, it only benefits you if you make constant use of it. If you do pick Rushdown (especially when you're still experimenting and learning the Rigs), make a point of using it *constantly*, even in situations where it doesn't necessarily make sense to do so.

You need to train your dodge to become instinctual, and the only way to do that is use it often enough that it becomes muscle memory and you react automatically to incoming enemies, available cover, or dangerous situations.

Prototype FTL Class battle rig: Utilizes bleeding edge technology to ensure combat advantage

FTL is an unusual Rig, with some very powerful movement focused abilities. Used well, they can provide a decisive edge in objective modes where mobility is critical, and can also be used effectively as escape tools in combat.

Payloads

Eraser

Experimental energy based handgun that blasts victims into a cloud of mist.

A very lethal anti-personnel weapon, the Eraser does what it says, vaporizing enemies in a single shot.

If you are accurate and quick on the trigger, you can devastate your opponents with near instant elimination—but you need to be accurate, or other offensive payloads that are easier to use may perform better for you.

The Eraser is decent against scorestreaks, but not one of the stronger anti-streak payloads. Use it in a pinch, but save it for softer enemy players the rest of the time.

FTL Jump

A localized FTL burst that moves you a short distance forward.

FTL Jump lets you perform a short range, instant teleport that moves you forward in the direction you are aiming.

You can use this to zip forward on the ground, or teleport slightly forward into the air. Combined with jumping, sliding, and thrust jumping, you can make yourself a very difficult target to hit.

This is especially useful in objective modes where fast movement from place to place is mandatory. An FTL Jump isn't of much use in most normal combat situations, but it can easily save your life if you're trying to move between cover in the open to reach (or return) an objective.

Phase Shift

Displaces you into another dimension, helping you avoid damage. Other phased players can engage you.

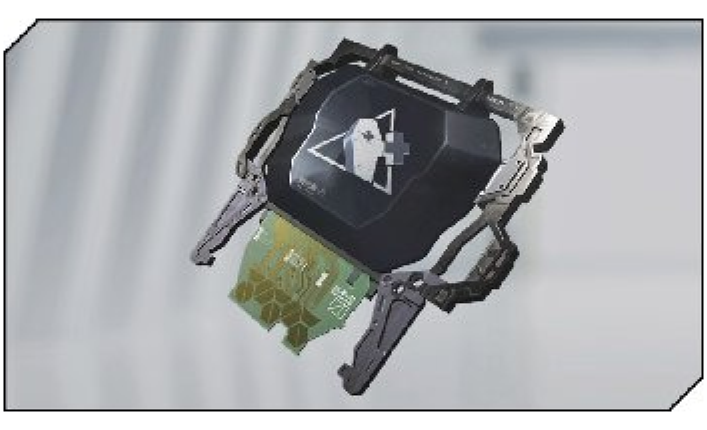
Phase Shift fades you out of the match, only leaving you vulnerable to other FTL players with a charged Phase Shift.

Otherwise, you can use Phase Shift to vanish completely, saving your life in combat and allowing you to reposition yourself and re-engage, or escape with ease.

This is a very powerful payload in one on one combat. It's extremely difficult to predict where a phase shifted player will emerge, so it gives you a decisive edge if you choose to vanish and stay to finish an enemy.

Phase Shift is also powerful for ambushing the enemy team near an objective. Use informational streaks, equipment, or teammates to pinpoint the bulk of the enemy team, get close, shift, and emerge behind them.

Traits

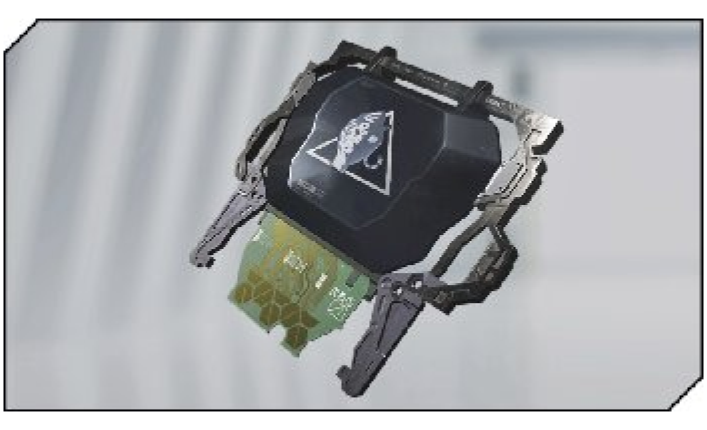


Supercharge

Kills drop payload cooldown packs for your team.

Supercharge is a great team support trait. Every time you kill an enemy, they drop a pack that acts as a cooldown bonus to their payload ability.

Supercharge also works well if multiple players on your team are using it, as granting everyone the chance to use their payload an extra time or two in a match can be a game changer.



Perception

Your HUD pulses yellow when enemies out of your view are targeting you.

Perception is an informational perk that warns you when you are being targeted by an enemy in ADS looking in your direction.

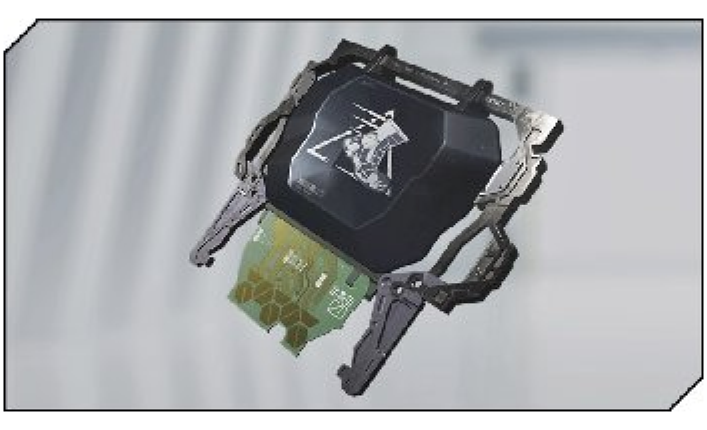
The alert is useful, but it has a few issues. Notably, if you're being targeted by an enemy on your flank or rear, that *usually* means you're about to be dead.

The other is the constant yellow flashing can make you a bit twitchy…

If you're fast, you can use the warning from Perception to quickly slide into cover or thrust jump and throw off their aim.

Perception can also act as a warning that there are enemies nearby that you haven't spotted, and if you position yourself very carefully, you can use it to guard your back by only exposing a bit of your body to a flanking route that you can't watch yourself.

Perception is countered by enemies running the Cold Blooded perk, so if you die to shots from behind a few times with no warning, assume one or more players on the enemy team are running it.



FTL Slide

Gain increased sliding distance and the ability to ADS while sliding uses less boost meter .

FTL Slide is a defensive and mobility perk that is the sliding equivalent to Synaptic's Propulsion trait.

If you enjoy sliding *everywhere*, FTL Slide is quite useful. The reduction in boost meter usage is very significant, as is the length of the slide.

FTL Slide's ability to ADS while you are sliding is handy, though not critical. Generally, if you're sliding, you're sliding into someone at short range to hipfire a shotgun or SMG in their face, or sliding defensively into cover.

Sliding in the open where you can ADS at medium range is definitely doable, but it is not the safest maneuver. Sliding can throw off an enemy's aim, but it works best if you are sliding perpendicular to their sights, rather than directly at them.

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Stryker

Stryker Class battle rig: Equipped with gear for enemy suppression and squad support.

Stryker is a support rig, built for objective play. If you enjoy using equipment and locking down objective areas, this is the rig for you.

Payloads

Gravity Vortex Gun

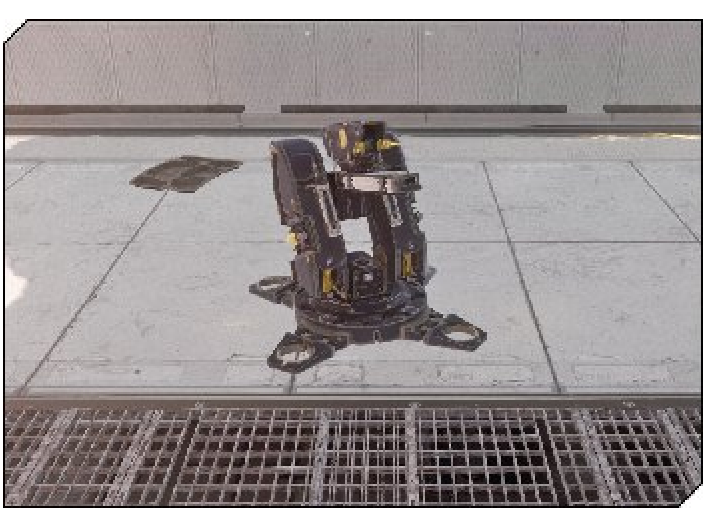
Prototype launcher that fires a slow moving projectile that distorts gravity, pulling in and damaging enemies.

The Gravity Vortex Gun is an *extremely* dangerous weapon in tight quarters. When enemies cannot sprint or thrust jump away from the moving vortex, it is easy to rack up kills.

It is also highly effective against clustered enemies in tight spaces, whether small rooms or narrow hallways, and of course, near contested objectives.

Try to avoid using the vortex gun in the open, or in situations where you are engaged in direct combat with aware enemies. It works best when you can duck in and out of hard cover and fire the vortex from a distance to your desired target.

The vortex is a bit less effective against streaks. Save it for anti-personnel unless absolutely necessary.



Micro Turret

Compact deployable auto-turret

The Micro Turret doesn’t pack nearly as much firepower as the Shock Sentry scorestreak, *but* it is much easier to earn and can provide very useful covering fire if positioned carefully.

Try to deploy the Micro Turret in an area you are also covering, rather than leaving it on its own to guard a lane.

The Micro Turret *can* score kills on its own, but it is easily destroyed, and it is much harder to deal with the turret if you place it on one end of a room and guard the other end, leaving your enemies with no great options for engaging your controlled space.

Naturally, the Micro Turret is also helpful for aiding in the defense of objective areas.

Centurion

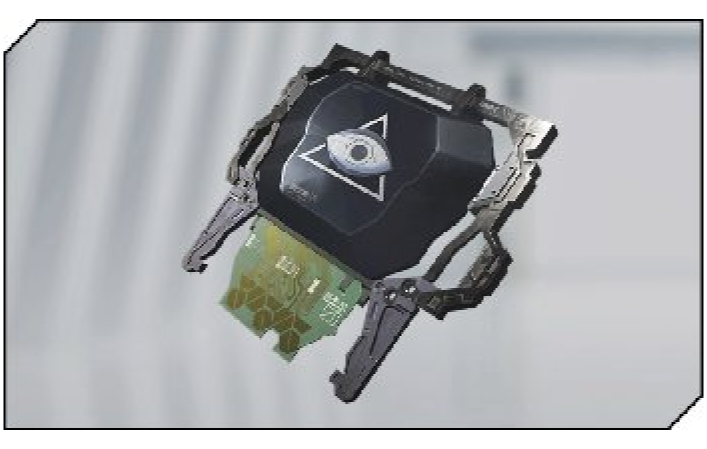
Deployable defense system that destroys projectiles and emits a powerful electromagnetic field.

A super powered Trophy System, the Centurion destroys all incoming projectiles *and* fuzzes the minimaps of hostile players with its EMP effect.

The Centurion can take a few hits, but to make the best use of it, deploy it behind hard cover near an objective, where it can intercept incoming ordnance and is difficult to destroy without first taking down you and any nearby teammates.

All of the advice for the Trophy System applies to the Centurion. Just be a bit more cautious about where you deploy it, as you don’t get nearly as many uses in a match from it.

Traits



Relay

Placed equipment will alert the player of nearby enemies on the minimap. Thrown equipment will paint enemy targets upon detonation.

A very powerful defensive and informational trait, Relay allows deployed equipment (such as trophies and trip mines) to detect nearby enemy players and mark them on your minimap.

This gives you advance warning of players moving nearby, even if they don’t actually interact with your equipment.

The second part of the trait is also extremely useful. If you hit a player with any thrown equipment—notably grenades, especially Jammer or Blackout Grenades—they are highlighted through walls.

This gives you a powerful edge in assault situations where you are using grenades to flush out enemies. Gaining perfect positional information is a big advantage to have before engaging your target.

Hardwired can protect against the effects of Relay. If you spot one or more active Strykers on the enemy team, be aware that their equipment may be detecting you if you aren’t using it.

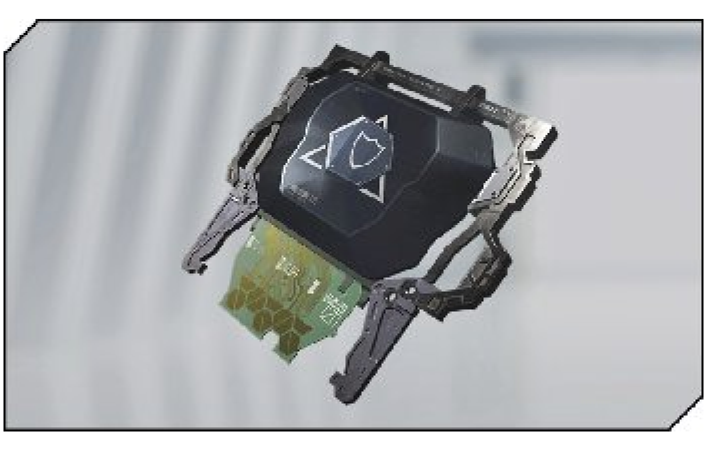
Trophy Drone

Portable Trophy System that will destroy one incoming lethal grenade and then recharge.

A very useful passive trait for protecting yourself when trying to secure objectives, the Trophy Drone can only destroy one incoming projectile. It has a short recharge before it can block another, so it isn’t a perfect substitute for multiple Trophy Systems or the Blast Shield perk, but it is still helpful.

Taking the Trophy Drone can free you to take Smoke Grenades instead of Trophies, or you can use it as a lightweight substitute for Blast Shield.

Because the Trophy Drone trait is specifically most useful if you know you are going to be targeted with grenades, it works best if you are actively pursuing objectives. If you aren’t, there are better choices.



Hardened

Placed equipment and drones have increased protection from damage and will also persist through death, which allows you to have one extra piece of equipment active.

Hardened gives all of your deployed equipment a bit more durability, but more importantly, it lets your deployed equipment persist if you die.

This is especially nasty with trip mines or C4, and can be very helpful for your team when you have cryo mines or active Trophy Systems guarding an objective.

Hardened allows you to have a total of three pieces of deployed equipment.

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Rigs

Phantom

Phantom Class battle rig: Specializes in concealment and long-range engagements.

The Phantom possesses powerful stealth and informational abilities, and the strongest long-range offensive payload weapon in the game.

Payloads

Ballista EM3

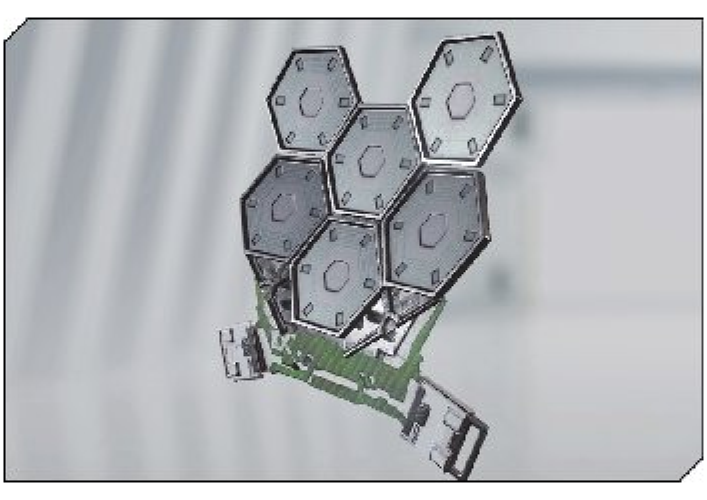
Highly accurate electromagnetic projectile launcher with increased penetration capability.

The most powerful of the payload weapons for long-range combat, the Ballista is a powerful rail gun that automatically locks on to targets and eliminates them with pinpoint precision.

The Ballista has a charge time before it shoots, so while it possible to "dumbfire" the weapon without a lock, it usually isn't a good idea unless you're ambushed and have no time to lock on, or you're confident enough in your accuracy to manually fire it.

In comparison to most other payload weapons, the Ballista takes a little longer to kill targets (if you allow it to lock on fully), *but* it won't miss once locked. And if you keep your distance and pick your targets carefully, it's extremely hard to defend against. The Ballista shots can also penetrate light cover and still kill their target without trouble.

If you examine the maps later in the guide, the Ballista will lock on to enemy players out to almost 1500 range, or about three grid blocks on the rangefinder maps.



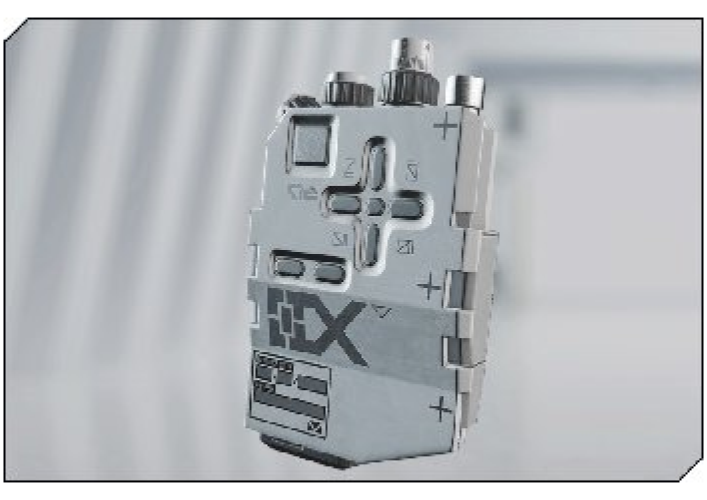
Pulsar

Advanced EM sensor allows you to visualize enemy positions.

The Pulsar is a short-lived, but powerful, informational payload, giving you perfect highlighting and positional information on all nearby enemies.

You can use the Pulsar just before assaulting a known enemy position, or defensively to locate nearby enemies if you suspect you are surrounded.

The Pulsar doesn't guarantee you'll win the resulting firefights, but knowing exactly where your enemies are standing and looking gives you a strong edge, especially if you move fast and don't let enemies react after they are tagged by the pulse.



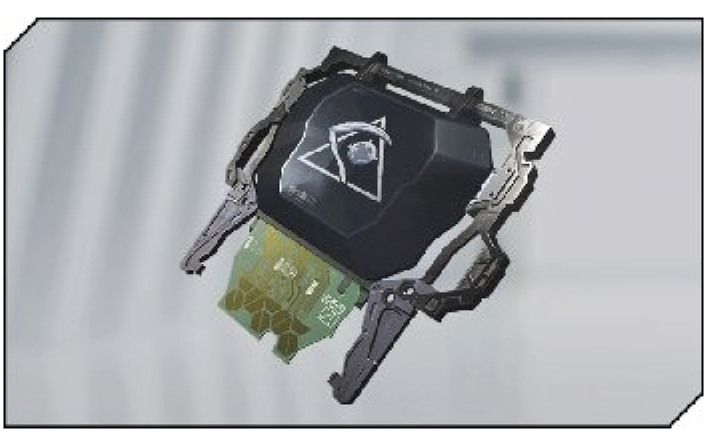
Active Camo

Renders you almost invisible.

A very straightforward payload, Active Camo gives you almost perfect invisibility, allowing you to ambush enemies or sneak past a guarded area.

Be warned that you can still be tagged by the Tracker perk and other locational perks or streaks, and you do have *some* visible distortion around your body as you move, but you are otherwise difficult to spot, especially at range.

Traits



Marked Target

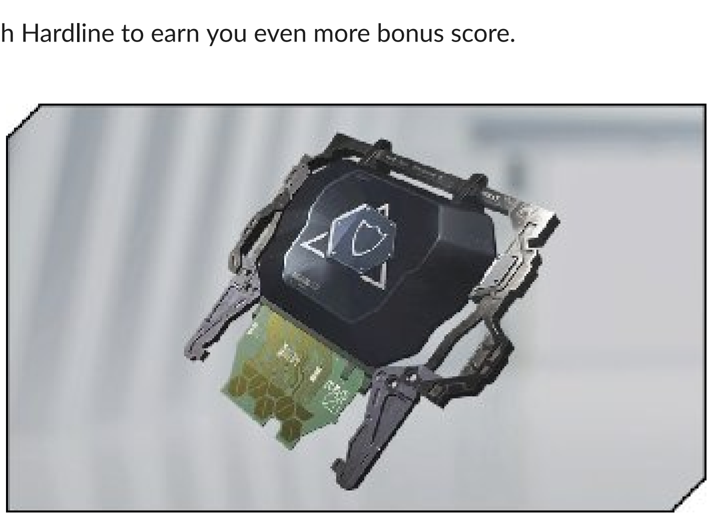
Damaging enemies will mark them for death, preventing regen for five seconds.

Marked Target prevents enemies you shoot from regenerating for five seconds, which doesn't sound long, but is an eternity in an active firefight. It is an almost guaranteed death sentence if they are engaged by a teammate before they regenerate.

Marked Target doesn't actually help you in combat, however, so its best use is usually on a medium- to long-range build AR or LMG build, where you can gain bonus score from the Marked Target assists. Sniper setups aren't usually quite as good of a match, just because glancing damage with the other weapons are more likely than the more frequent miss-or-kill shots from sniper rifles.

Likewise, you can certainly use it on close- to mid-range setups, but shorter range engagements tend to end in a fatality on either side, meaning the delayed regen is likely to get you a postmortem assist at best if you didn't secure the kill yourself.

Marked Target works nicely with Hardline to earn you even more bonus score.

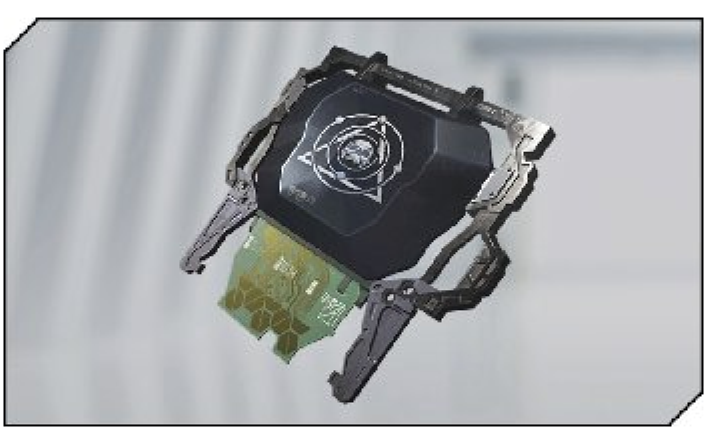


Rearguard

Equips a back shield that provides protection against an attack from behind. While shielded, melee attacks from anywhere but the front are negated.

Rearguard is a very, very specific trait. It can protect you in situations where a) you are scoped in and stationary, b) you are unaware of an enemy sneaking up on you and, c) that enemy chooses to melee you from behind for a quiet kill rather than simply shooting you.

Because the circumstances where Rearguard can protect you are so specific and limited, you're usually better off with Heightened Senses to provide you with better situational awareness, or Marked Target to earn some extra score.



Heightened Senses

Fast moving enemy targets will appear on your minimap.

A strong informational trait, Heightened Senses gives you advance warning of nearby enemies. Heightened Senses is also useful on an aggressive build, particularly when paired with Pulsar or Active Camo.

Heightened Senses detects enemies that are jumping, thrust jumping, or sprinting. It does not detect walking enemies. While detected, enemies appear as a dot on your radar for roughly two seconds, but be aware that enemies with the Hardwired or Ghost perks can evade this detection.

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Arsenal

Weapons of War

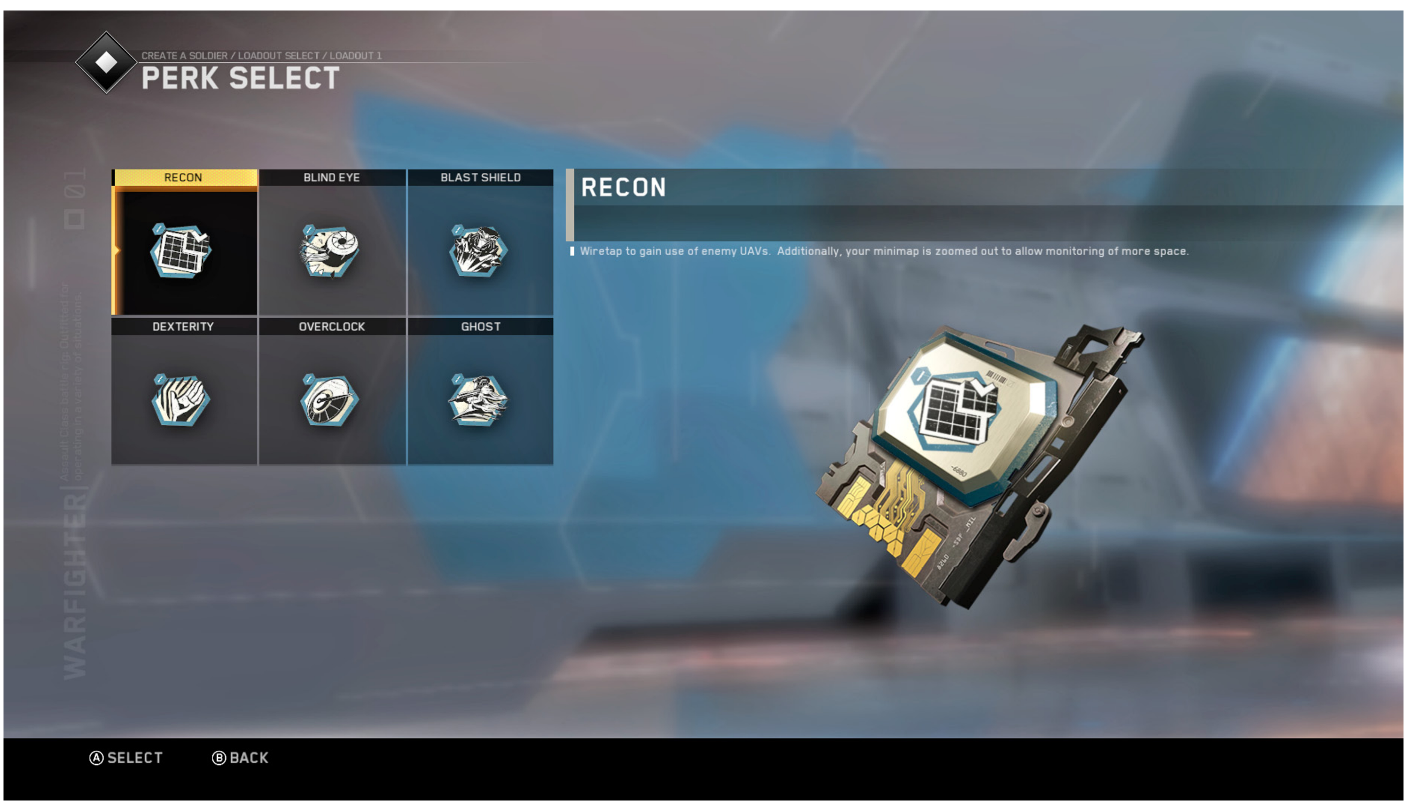
The Arsenal section has been prepared to guide you through the wide range of weapons with which you can outfit your soldier.

Each of the weapon classes has a breakdown of the available options, any special notes about their behavior, and a series of charts that explain their statistical performance.

Keep in mind that updates down the road are almost certain to adjust specific numbers, but relative performance tends to stay roughly the same. That is, a short-range, high rate of fire SMG isn't going to suddenly become a huge magazine, long-range LMG!

Use the charts and recoil plots to get a feel for how the weapons compare to each other, and which attachments you need to bring along to improve their particular strengths and lessen their weaknesses.

Special Weapons



Wiretap to gain use of enemy UAVs. Additionally, your minimap is zoomed out to allow monitoring of more space.

Each of the primary weapon types and pistol secondaries have special weapon variants that can be earned from supply drops after matches. It is also possible to save your Salvage currency and purchase a specific variant directly.

The variant weapons all have built in weapon “perks,” and the following table summarizes the effects of the perks. See the specific weapon categories for which weapons are outfitted with certain perks.

Variants come in Common, Rare, Legendary, and Epic variants. The majority of perks for the non-Epic weapons are straightforward bonuses (minor hipfire benefits or recoil reductions and the like), while the Epic variants tend to have more drastic and unique modifiers (changing a full auto to semi-auto or something similar).

Before you rush to invest your Salvage on a specific weapon, spend a good amount of time with all the basic weapons (and any variants you unlock directly). Once you have a better idea what you personally favor, you can look at buying a few specific weapons to suit your tastes!

Perk	Effect	Rarity
Awareness	Minimap stays active while scoped.	Epic
Below the Belt	Bonus damage toward the groin instead of headshots.	Epic
Break Point	This weapon fires as a fully automatic with reduced recoil.	Epic
Deathbringer	Double kills instantly reload your magazine.	Rare
Eighty Seven	Alternate mode now fires as akimbo shotguns.	Epic
Focus	Reduced idle sway while aiming down sights.	Common
Gambler	Three player kill streaks earn a random perk (three max). Expires upon death.	Legendary
Haste	Slightly increased movement speed.	Common
Hax	This weapon has a custom Trojan sight.	Epic
Head Rush	Headshot kills grant a small bonus to your Payload meter.	Rare
Headhunter	Headshot kills instantly refill your magazine.	Rare
Heavy Hitter	Double damage. Slower fire rate.	Epic
Hit and Run	Normal movement speed while aiming down sights.	Epic
Hitman	Killing all enemy players grants a large bonus to your Payload meter.	Common
Hunter Killer	Headshot kills instantly refill your magazine.	Rare
Invigorate	Killing an enemy refills a portion of your health.	Epic
Jackpot	Kills grant an additional 10 percent score.s	Rare
Jawbreaker	Bonus headshot damage, reduced damage toward legs.	Epic
Lifelink	Infinite ammo. Inflicts self damage when fired.	Epic
Lucky 7	This guns unloads half its magazine on each shot.	Epic
Make It Rain	Double magazine size. Can no longer reload.	Epic
Master Key	This gun has an under barrel shotgun.	Epic
Mo’ Money	Every kill grants extra experience.	Epic
Nuclear	25 player kill streak earns a De-Atomizer Strike.	Legendary
Overcharged	Charged powerful single shot.	Epic
Precision	Infinite damage range.	Epic
Presence of Mind	Infinite hold breath duration.	Common
Readiness	Reload faster when clip is empty. Stacks with Dexterity.	Common
Reflex	Comes with a custom reflex sight instead of a scope.	Epic
Refresher	Five player kill streak restores one lethal and tactical.	Legendary
Refund	Missed bullets can return to your ammo stock.	Rare
Roll the Dice	Gain one random attachment when you spawn.	Legendary
Rush Down	Greatly reduced spread while jumping and sliding.	Epic
SBD	Comes with an advanced suppressor with normal damage range.	Epic
Scrambler	Kills hide nearby friendlies from enemy radar.	Rare
Sensor	Damage causes target to show on minimap.	Rare
Sharpshooter	Increased damage range. Stacks with Rifled Barrel.	Common
Shockwave	Damage causes slight hearing loss.	Common
Shredder	Melee attacks with this weapon cause enemies to explode.	Epic
Slug	Fires a single powerful bullet.	Epic
Spike	Deals increased damage but fires one bullet at a time.	Epic
Stability	Reduced recoil. Stacks with Foregrip.	Common
Steady	Reduced hip spread. Stacks with Laser Sight.	Common
Stockpile	Increased ammo. Stacks with Extended Mag.	Common
Surplus	Enemies drop scorestreak packs for your team when killed.	Epic
Trigger Happy	Fires powerful bullets with heavy recoil.	Epic
Twinsanity	Akimbo with improved hip spread. Can no longer aim down sights.	Epic

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Arsenal

Assault Rifles

Assault Rifle Pros

- Consistent damage out to a medium distance
- Range of models allows you to fine tune your effective engagement distance

Assault Rifle Cons

- Fare poorly against specialized long- or .short-range weapons

Workhorse Weaponry

Despite the futuristic setting, a reliable assault rifle remains a powerful, functional, and useful weapon on the battlefield.

With the superior mobility afforded you by your Rig, you can reposition rapidly and pick your engagements carefully to suit the specific AR you choose to use.

Assault Rifles work best at medium range. Up close you run afoul of SMGs, and at greater distances, LMGs and snipers are a threat. At very close ranges, shotguns can also be a serious threat.

It is possible to win fights against SMGs, LMGs, and snipers at their preferred distances, depending on the particular AR you are using and the attachments and traits on your loadout, but whenever possible, you want to avoid firefights that suit other weapon classes.

Remember that the three Energy ARs (the R3K, Mod-2, and Volk) can make use of the Fusion Mag attachment instead of Extended Mags. Particularly in the case of the R3K (which you're most likely to use at longer ranges), having ammo regeneration can be quite useful.

On the two full auto ARs (especially the Mod-2 with its auto-pistol transformation), you often burn through ammo considerably faster than it regenerates, but on the R3K, with careful use, you can suppress a lane or cover an objective almost indefinitely.

The Mod-2 is the transforming weapon in the AR class, capable of splitting into two handheld, short-range SMGs. Take advantage of this ability when you are moving into tight quarters. Just be sure to switch before you get into CQC. You don't want to get caught mid-switch. Your accuracy is poor and ammo expenditure is high when using the Mod-2 in this fashion, but it can give you an edge against quite a few other weapons at very short range.

AR Notes

- There are two types of assault rifle firing modes: Full auto and three-round burst.
- The Mod-2 is a modular weapon, capable of splitting into dual auto-pistols for close-range use.
- The R3K is the three-round burst rifle, best used at medium to long range.
- The Volk, KBAR-32, and NV4 trade off rate of fire, stability, and effective range. Experiment with each to find your favorite.

NV4

Full auto Ballistic assault rifle. A moderate fire rate yields increased stability for best-in-class accuracy. Ideal for .mid- to long-range engagement.

R3K

Three-round burst Energy rifle. Each burst applies extreme stopping power at precise intervals.

KBAR-32

Full auto Ballistic assault rifle. Channels a fast fire rate through a lightweight mold for increased hipfire control and stability.

Type-2

Full auto Energy rifle. Hold weapon switch to split the rifle into akimbo auto-pistol mode for close-quarters combat. Features the highest fire rate in its class.

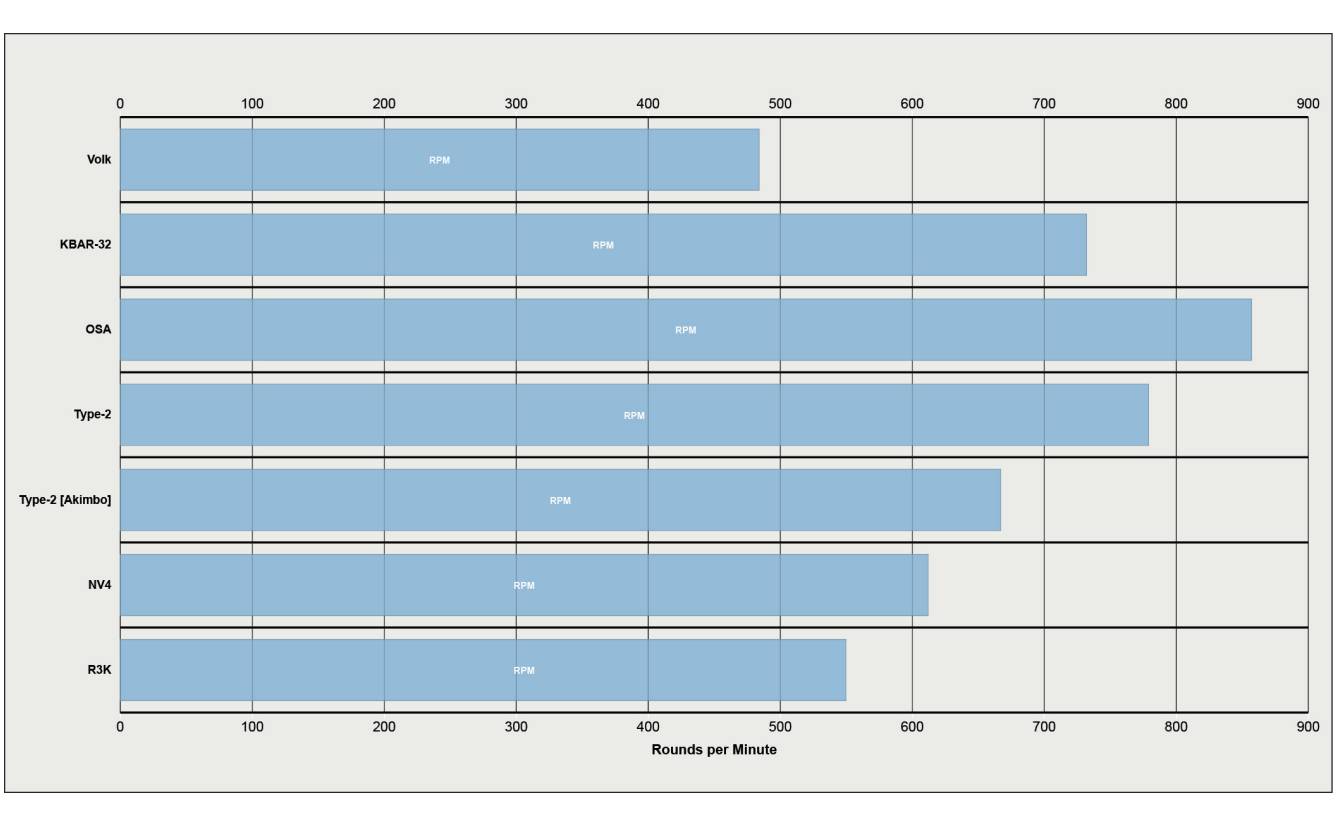
Volk

Full auto Energy rifle. Deploys best-in-class stopping power at a low, dependable fire rate.

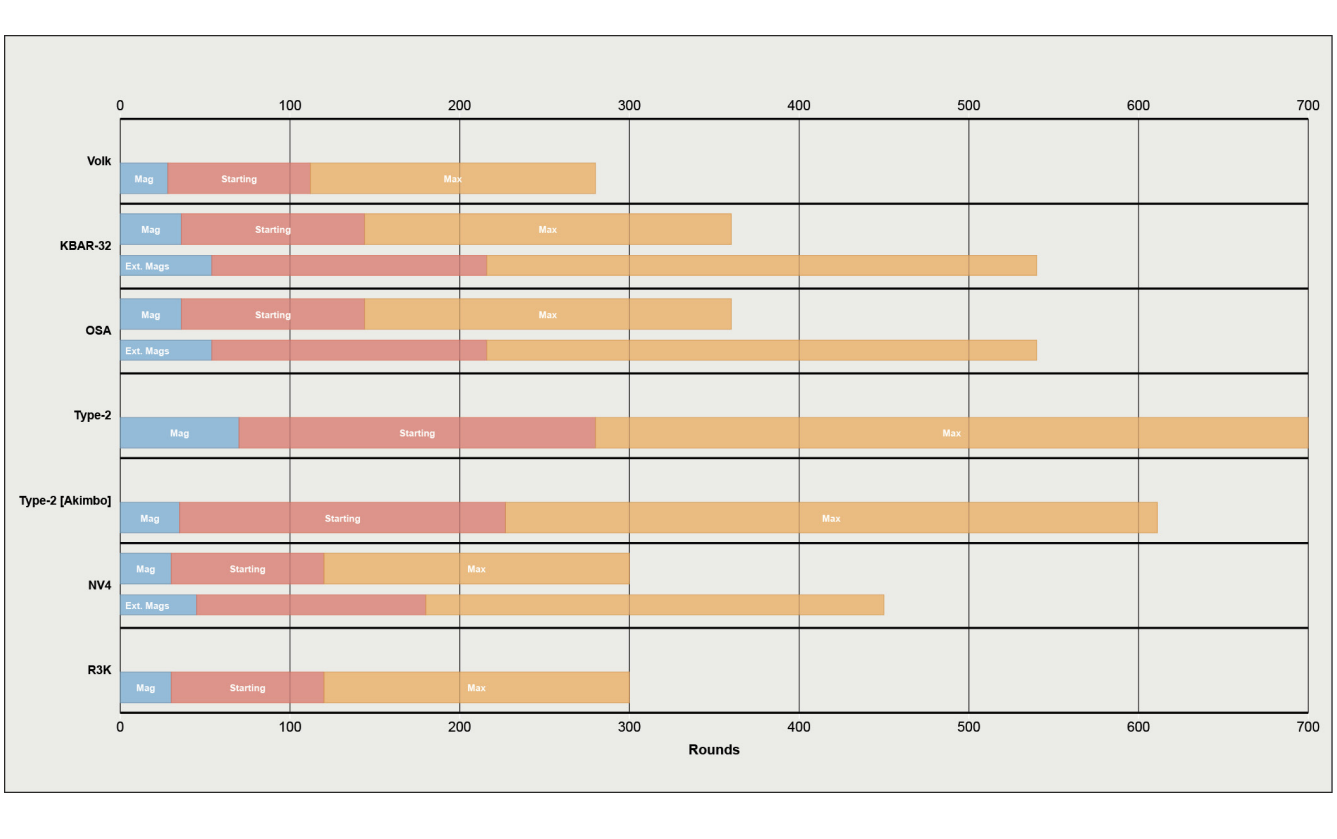
Special Assault Rifles

NV4	Perk 1	Perk 2	Rarity
Exalted	Stockpile	—	Common
Vigilance	Sensor	Sharpshooter	Rare
Fallout	Nuclear	Stability	Legendary
Flatline	Precision	Focus	Epic
R3K	**Perk 1**	**Perk 2**	**Rarity**
Counterbalance	Stability	Sharpshooter	Common
Eclipse	Scrambler	Steady	Rare
Gambit	Roll the Dice	Readiness	Legendary
R3KT	Break Point	Stockpile	Epic
KBAR-32	**Perk 1**	**Perk 2**	**Rarity**
Haste	Readiness	—	Common
Radiant	Head Rush	Focus	Rare
Hoard	Refresher	Steady	Legendary
Invective	Jawbreaker	Stability	Epic
Type-2	**Perk 1**	**Perk 2**	**Rarity**
Frenetic	Steady	—	Common
Impulse	Deathbringer	Stockpile	Rare
Enforcer	Gambler	Sharpshooter	Legendary
Butcher	Eighty Seven	Readiness	Epic
Volk	**Perk 1**	**Perk 2**	**Rarity**
Deadeye	Sharpshooter	—	Common
Greed	Jackpot	Stability	Rare
Aftermath	Hitman	Stockpile	Legendary
Goliath	Spike	Focus	Epic

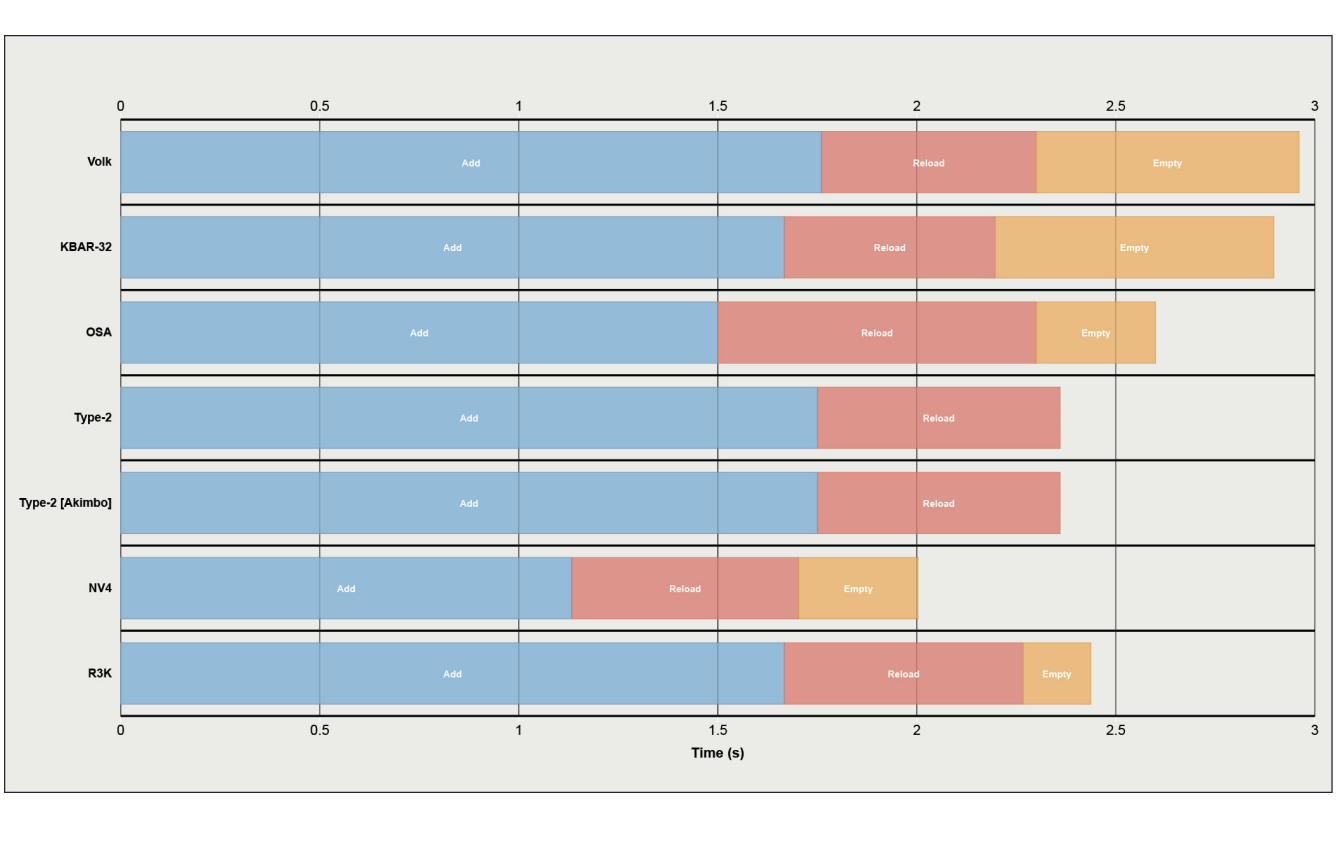
Assault Rifle Rate of Fire



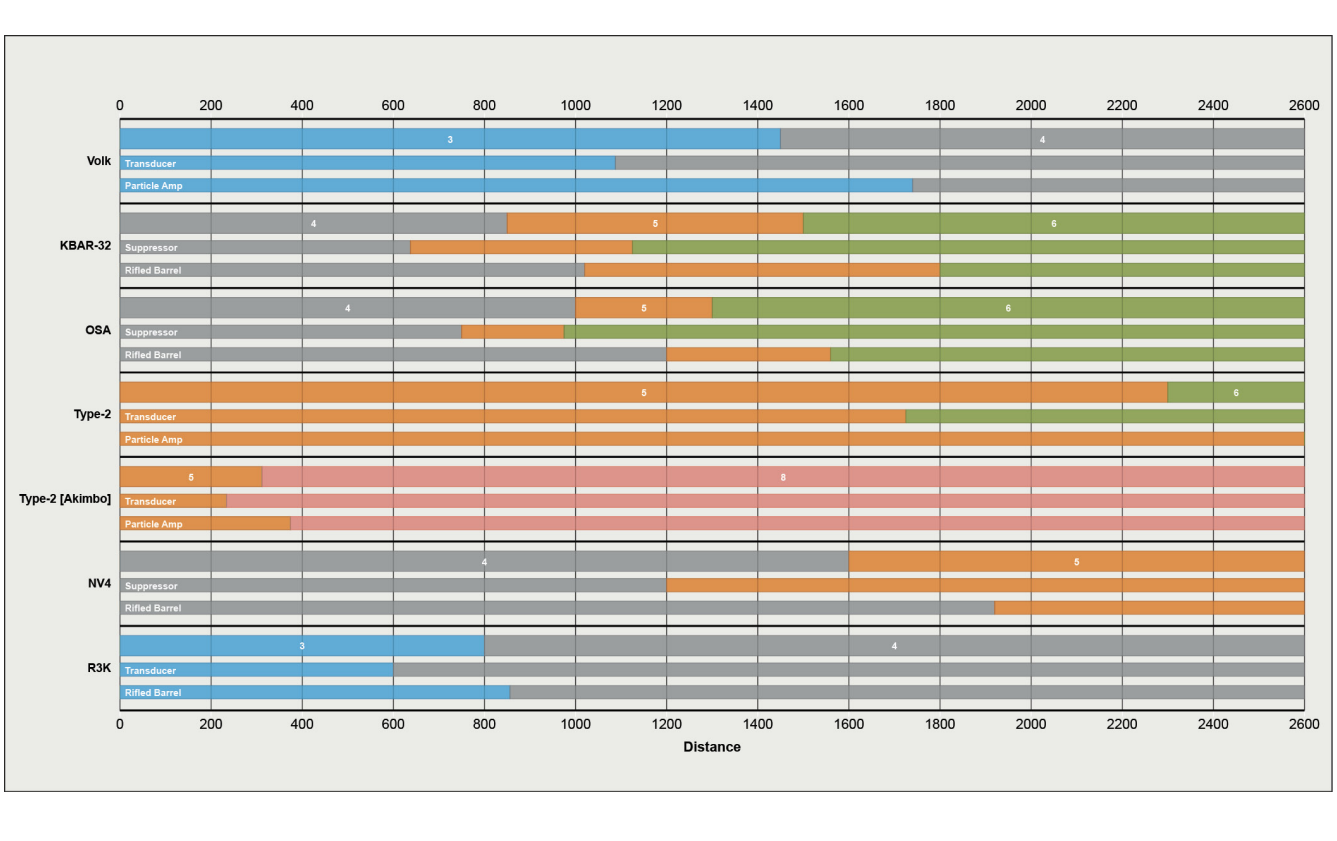
Assault Rifle Ammo



Assault Rifle Reload Times

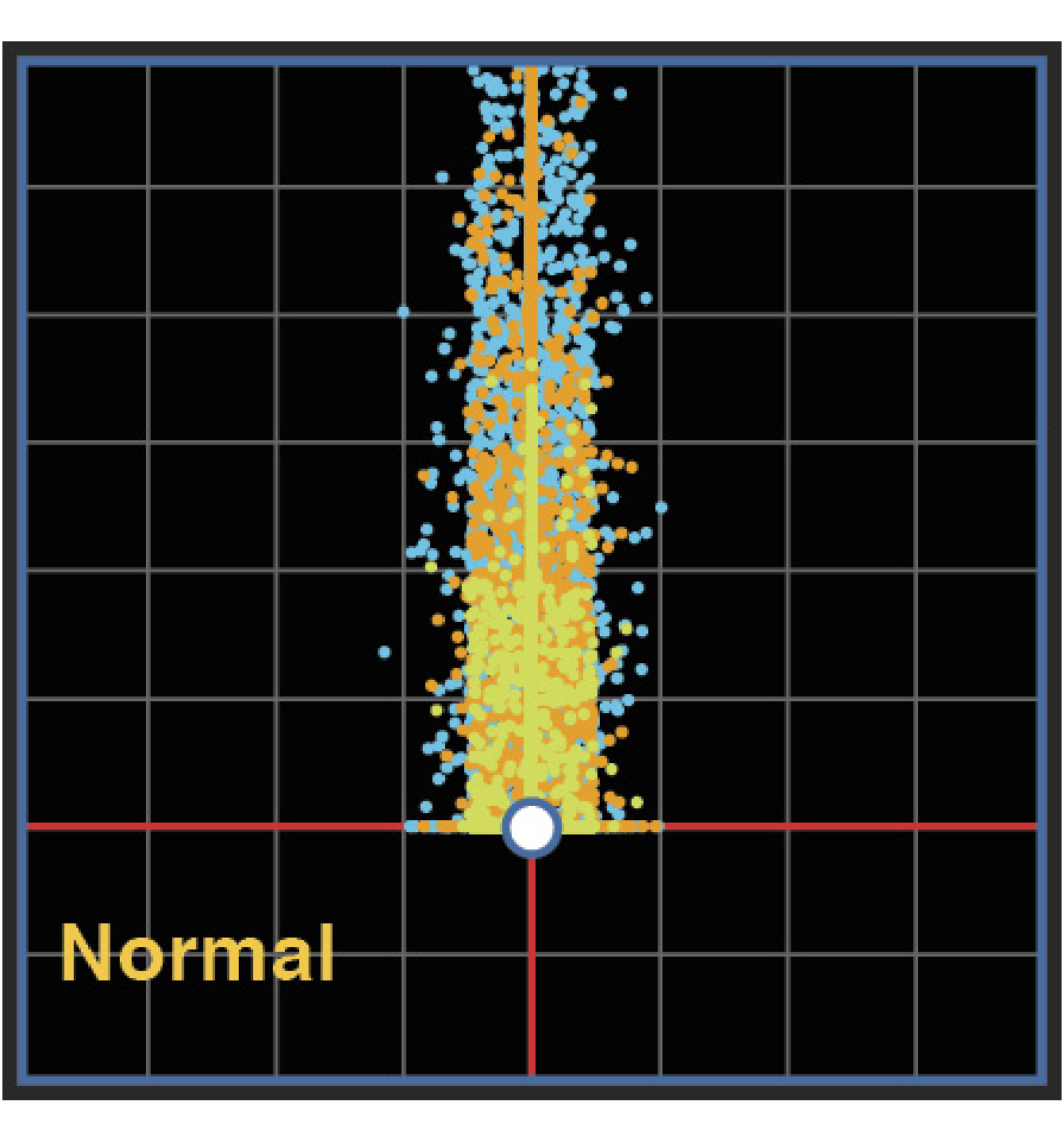


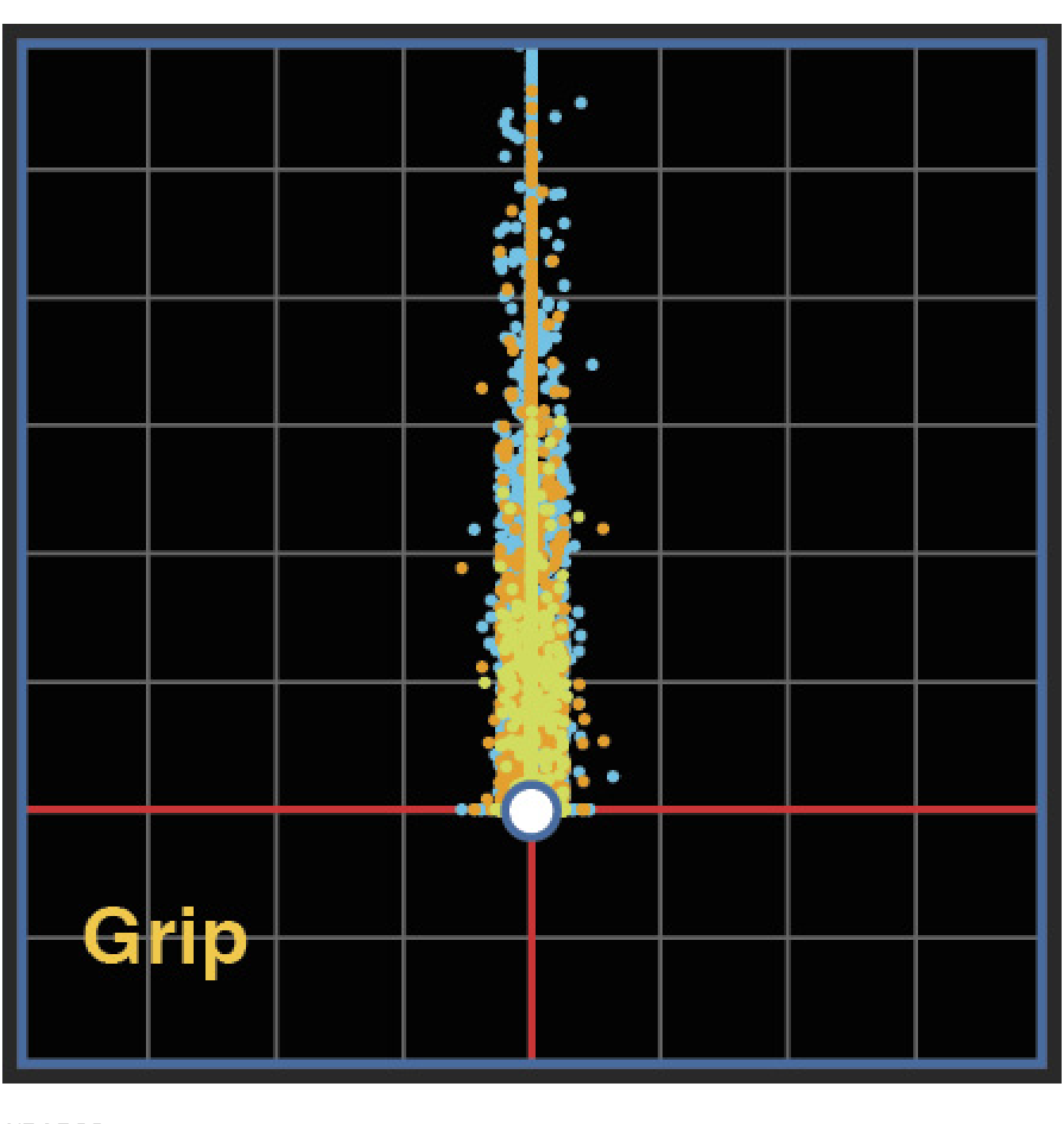
Assault Rifle Shots to Kill



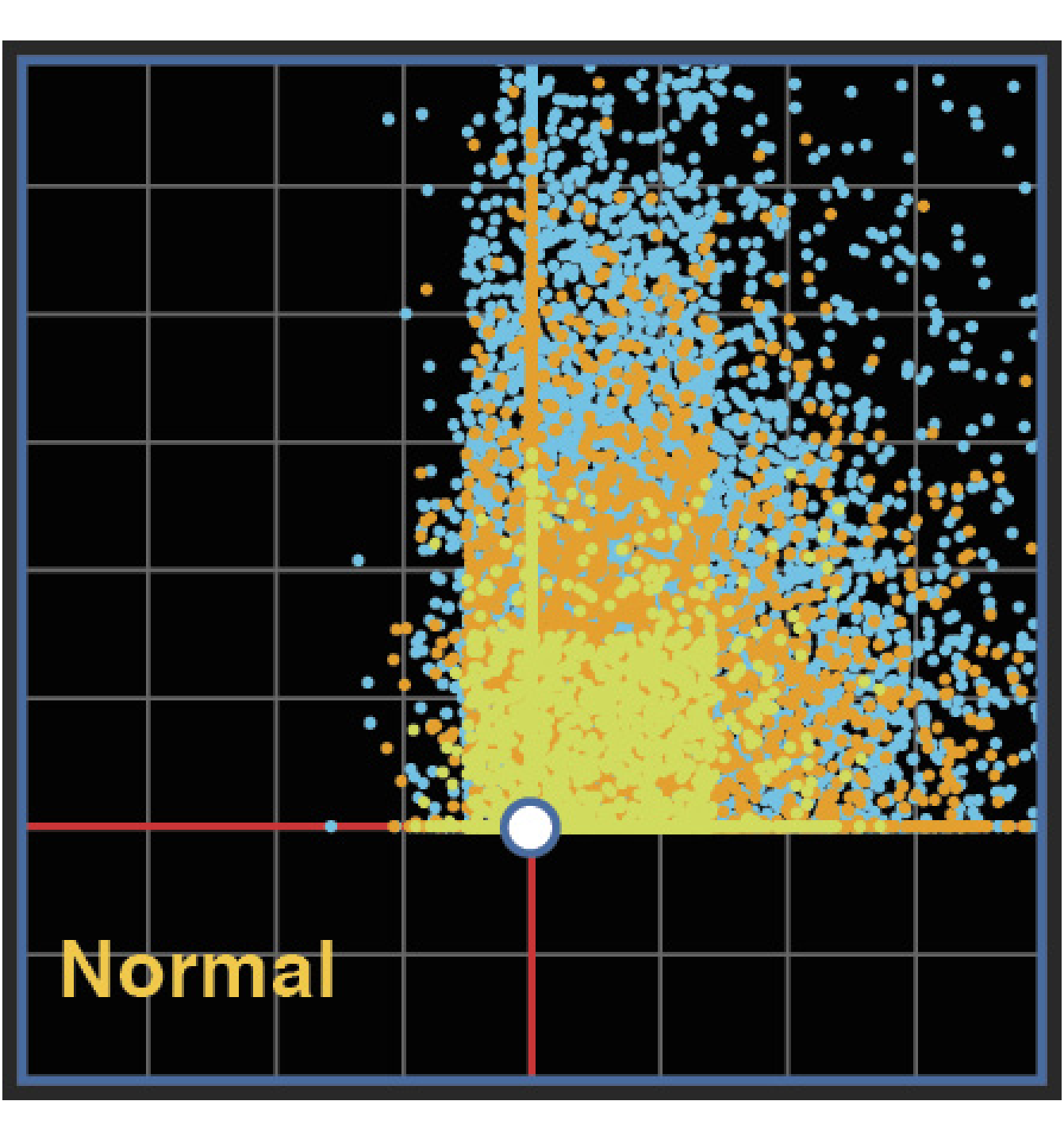
Assault Rifle Recoil Plots (First Shot)

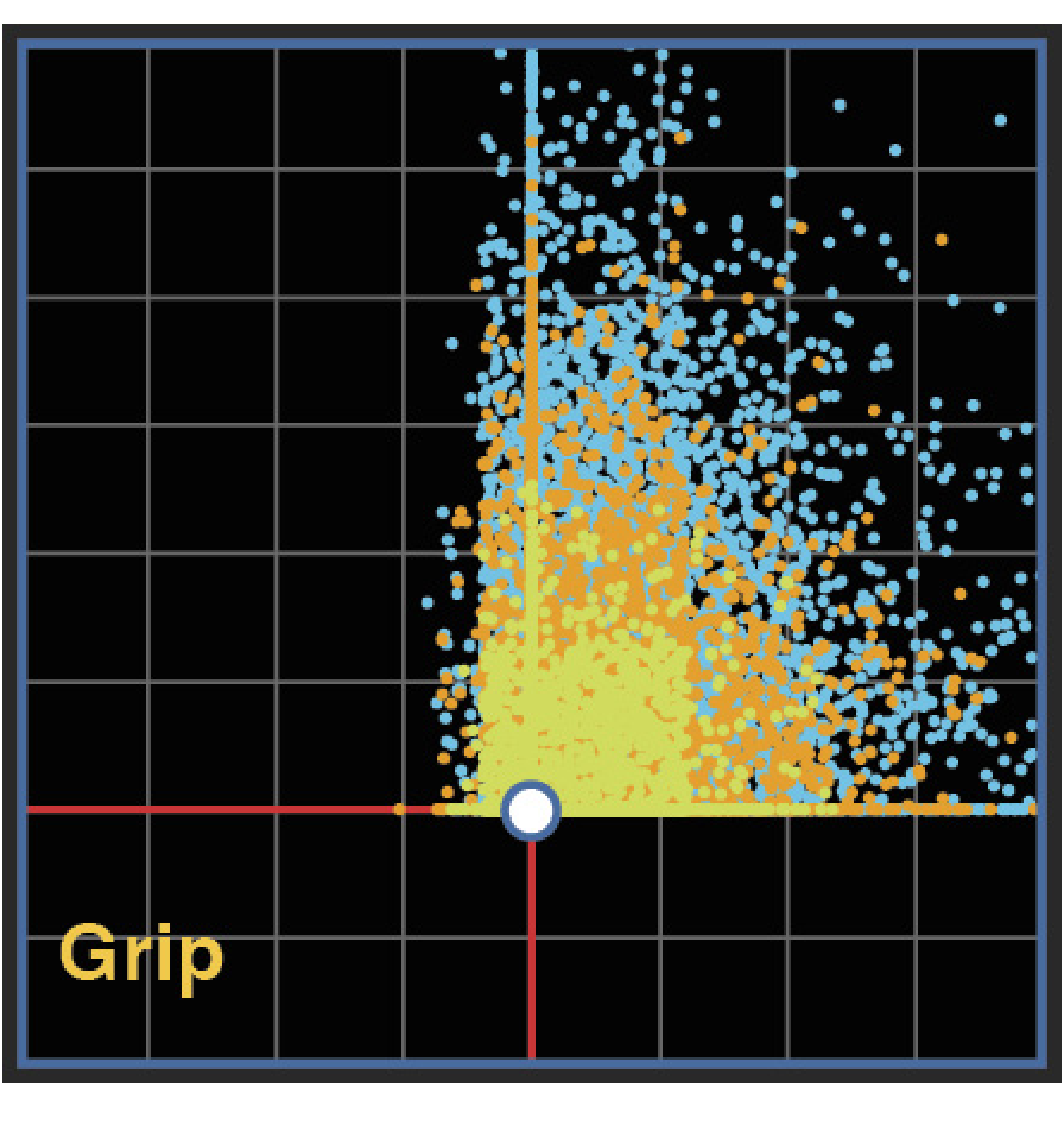
Volk



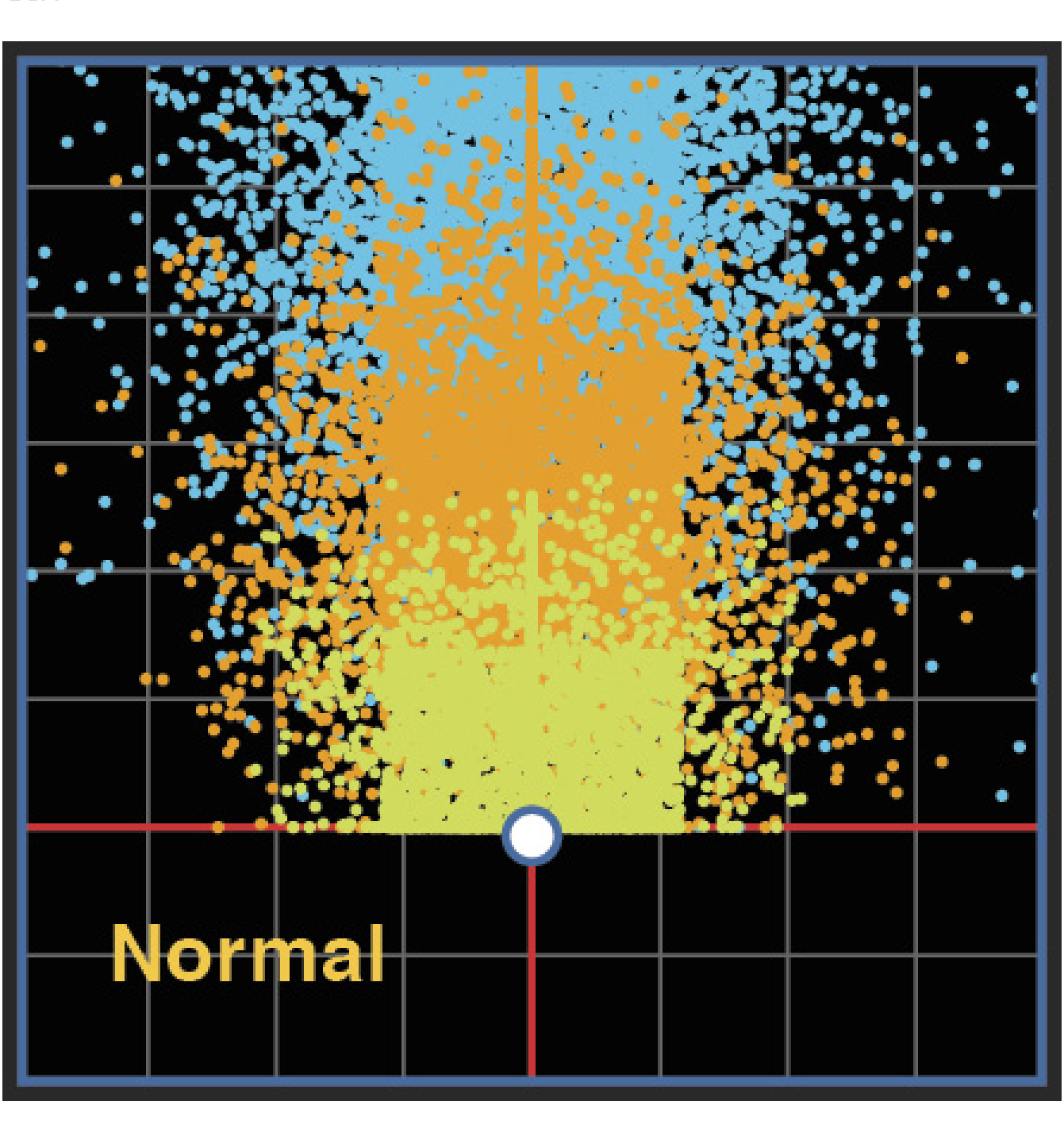


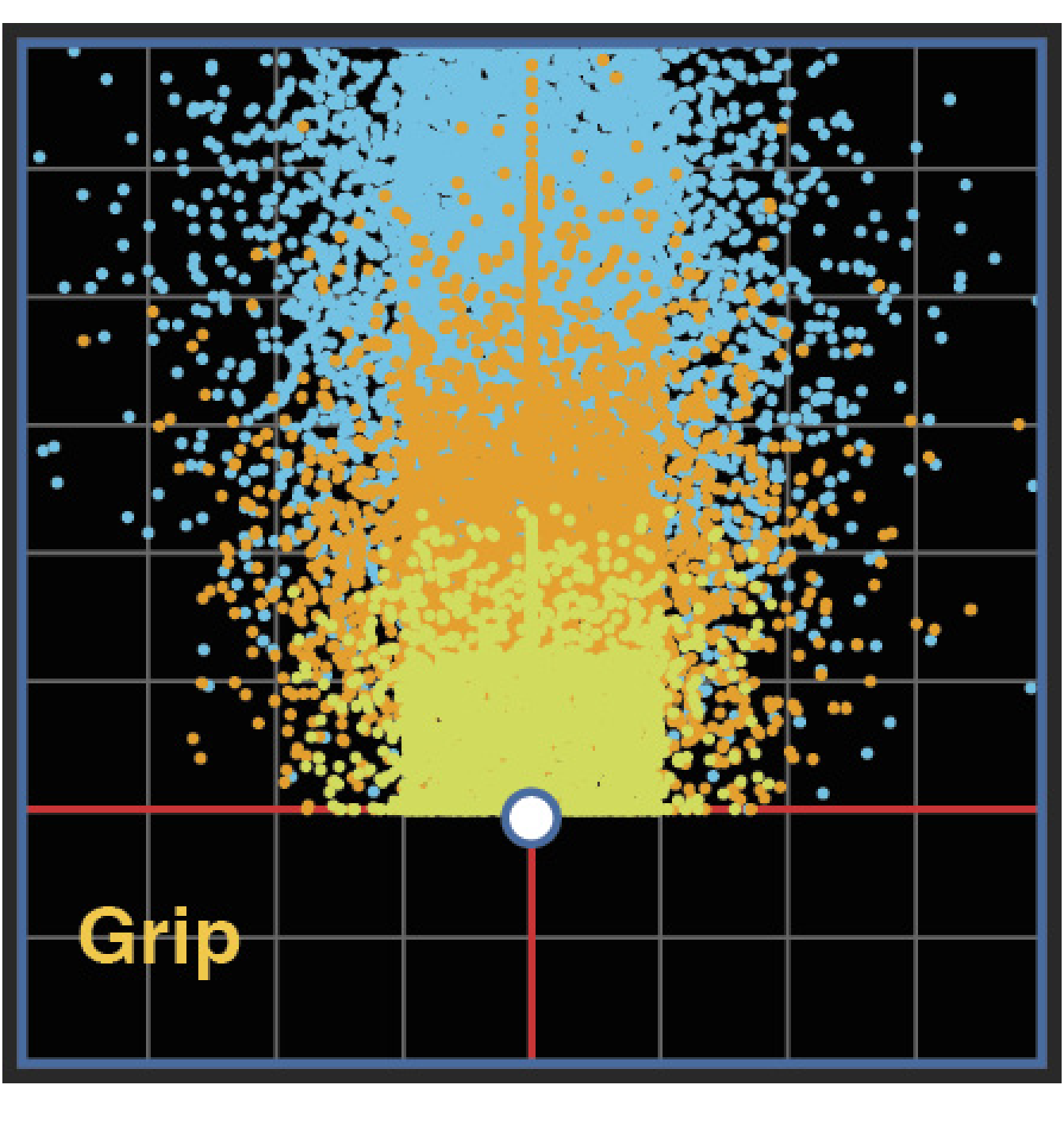
KBAR32



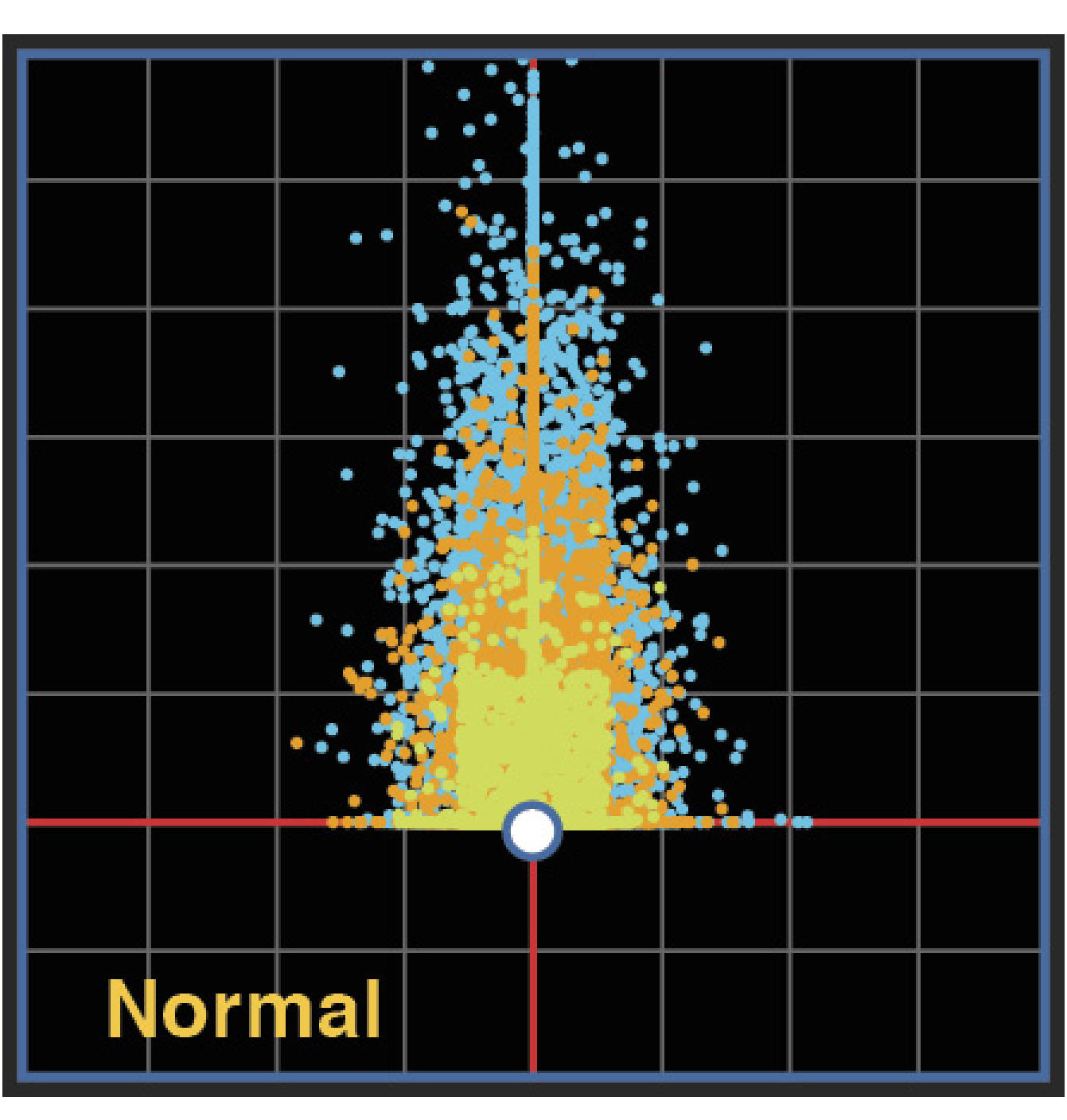


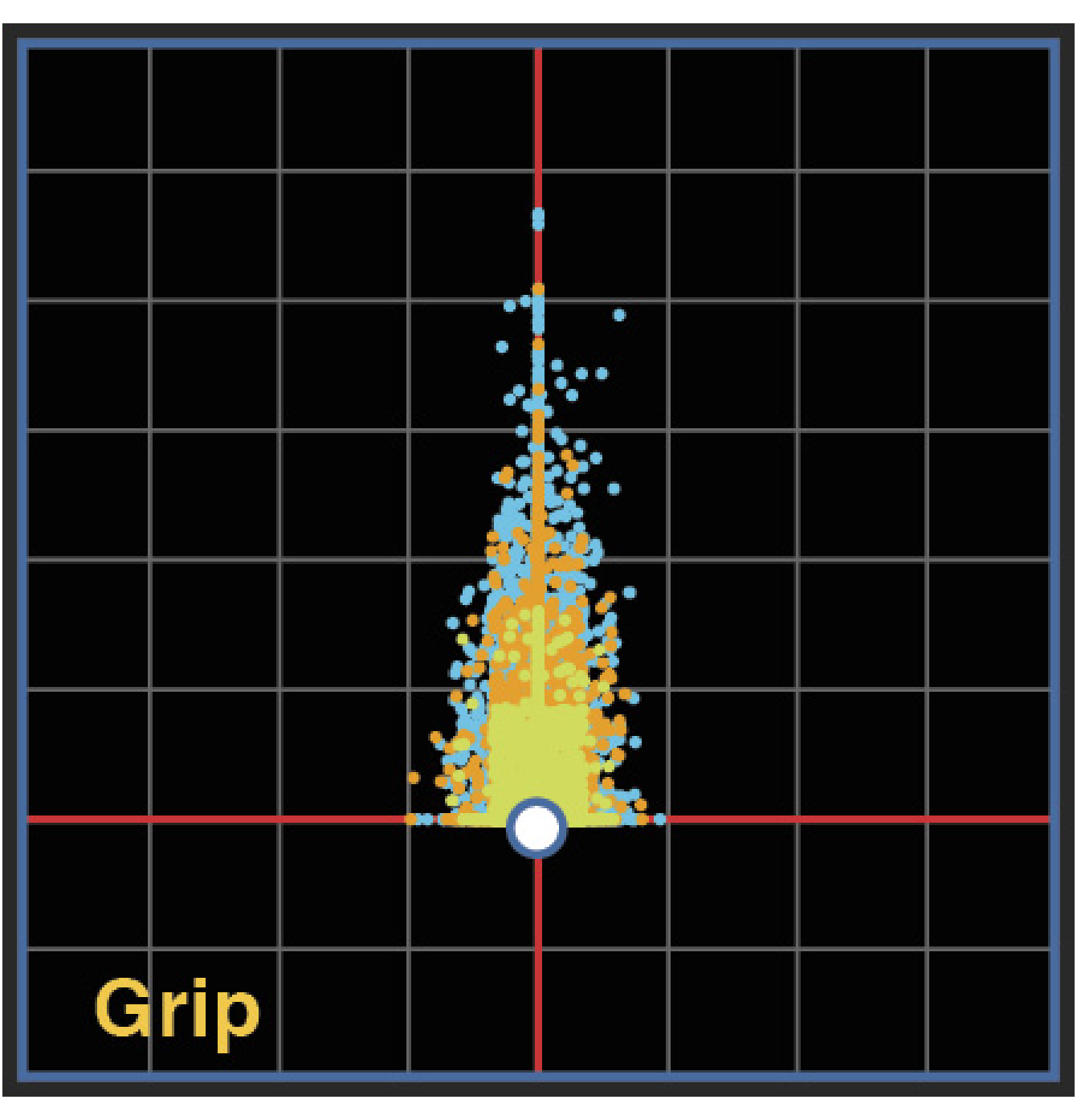
OSA

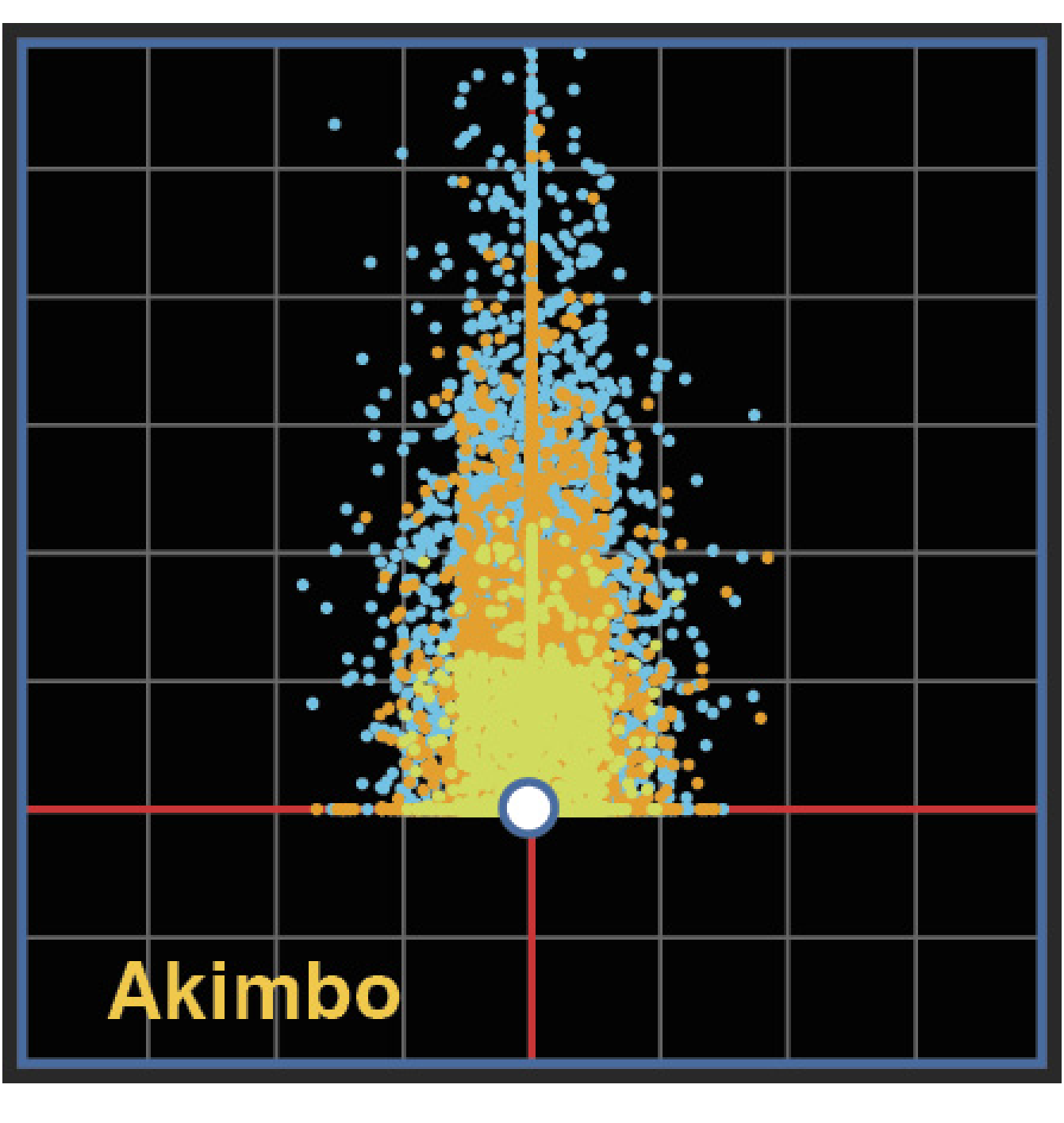




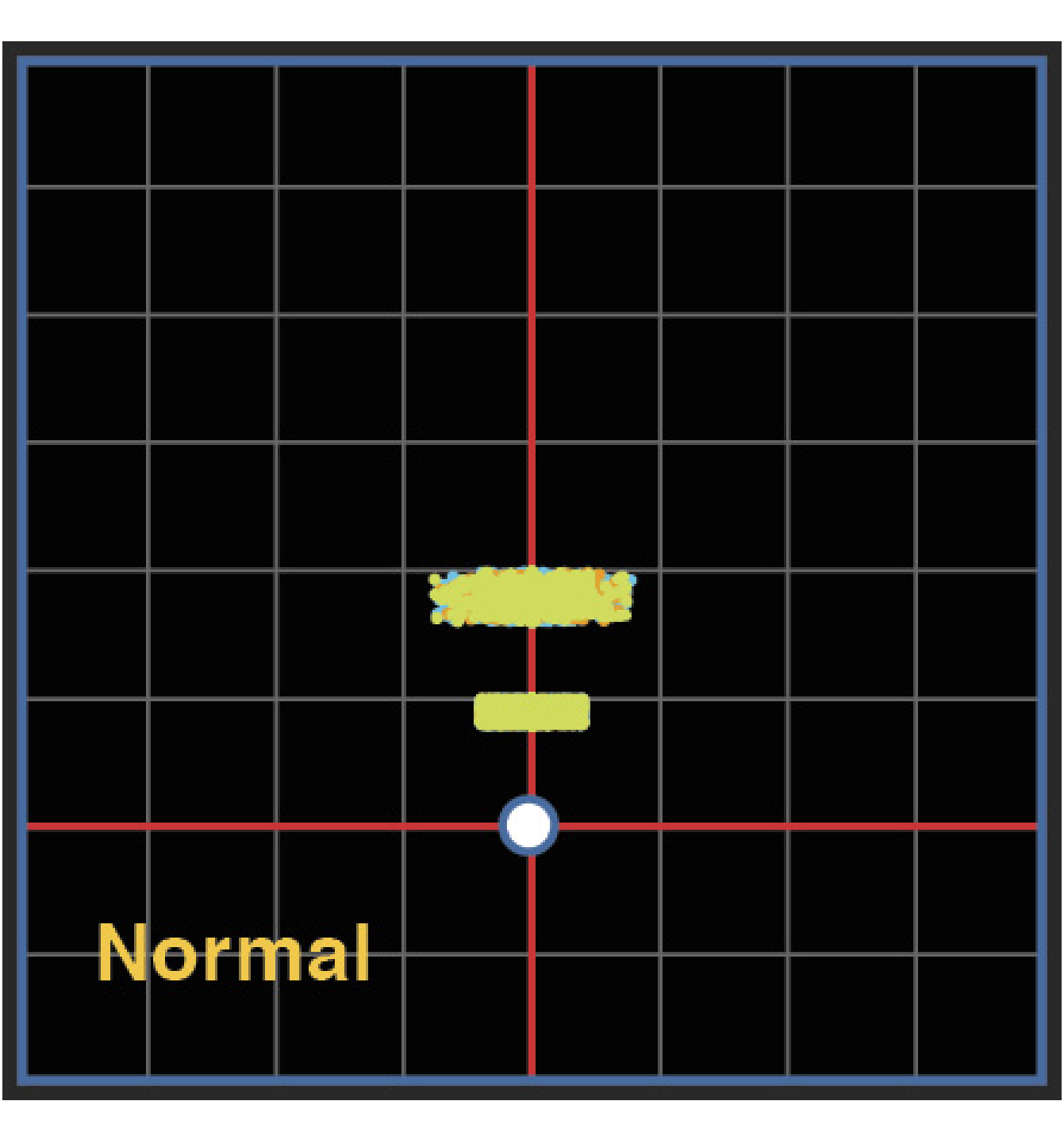
Type-2

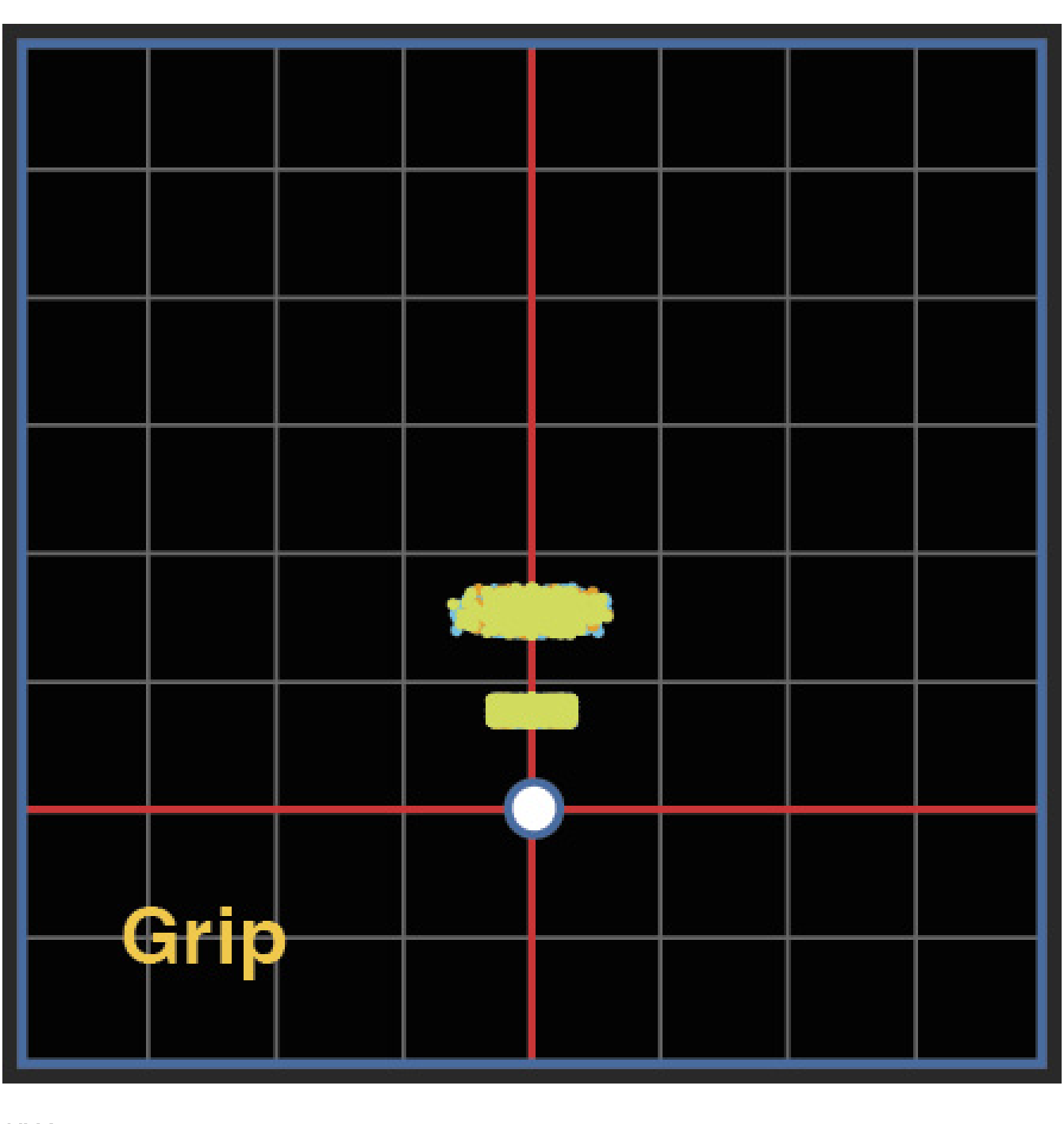




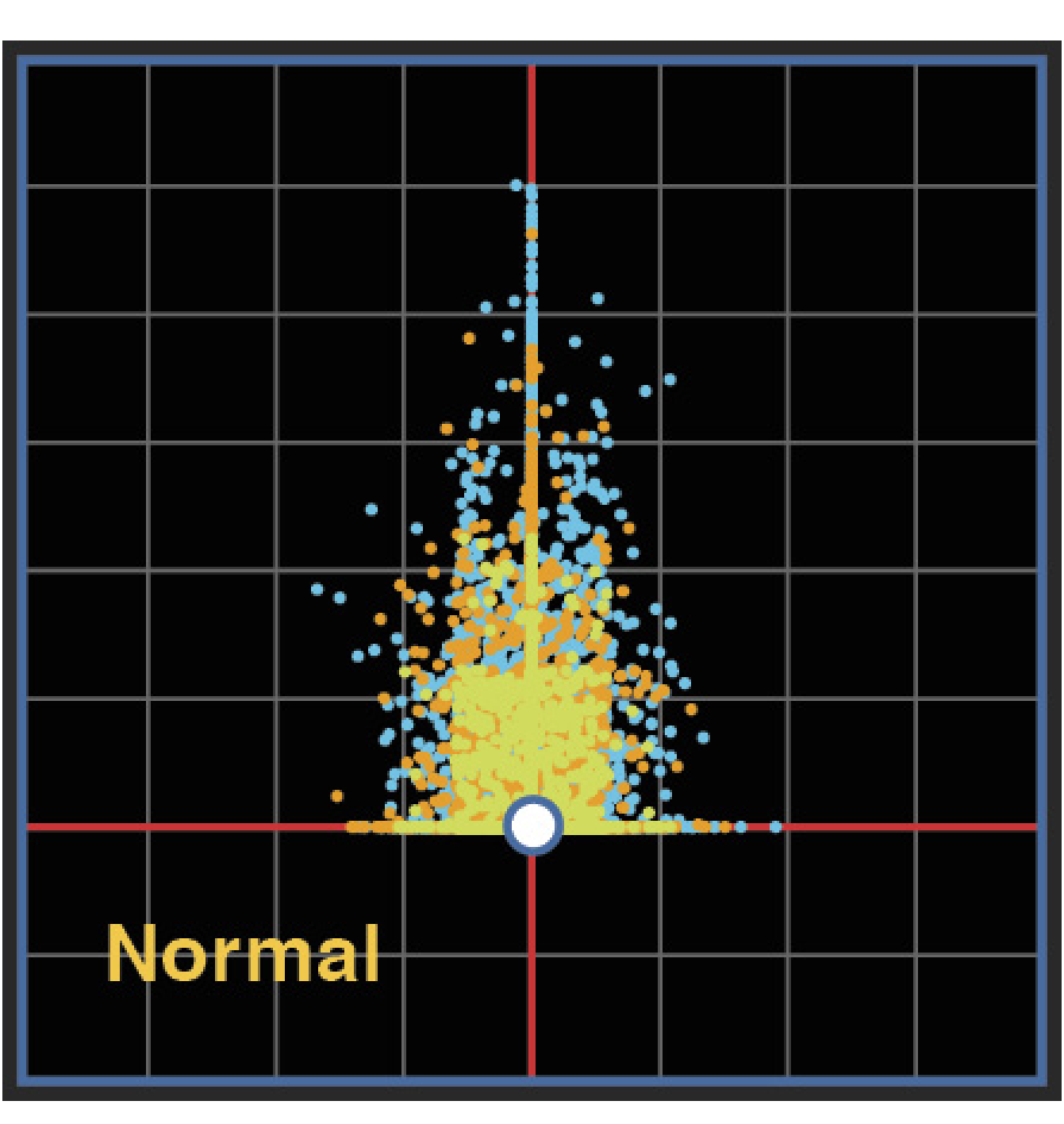


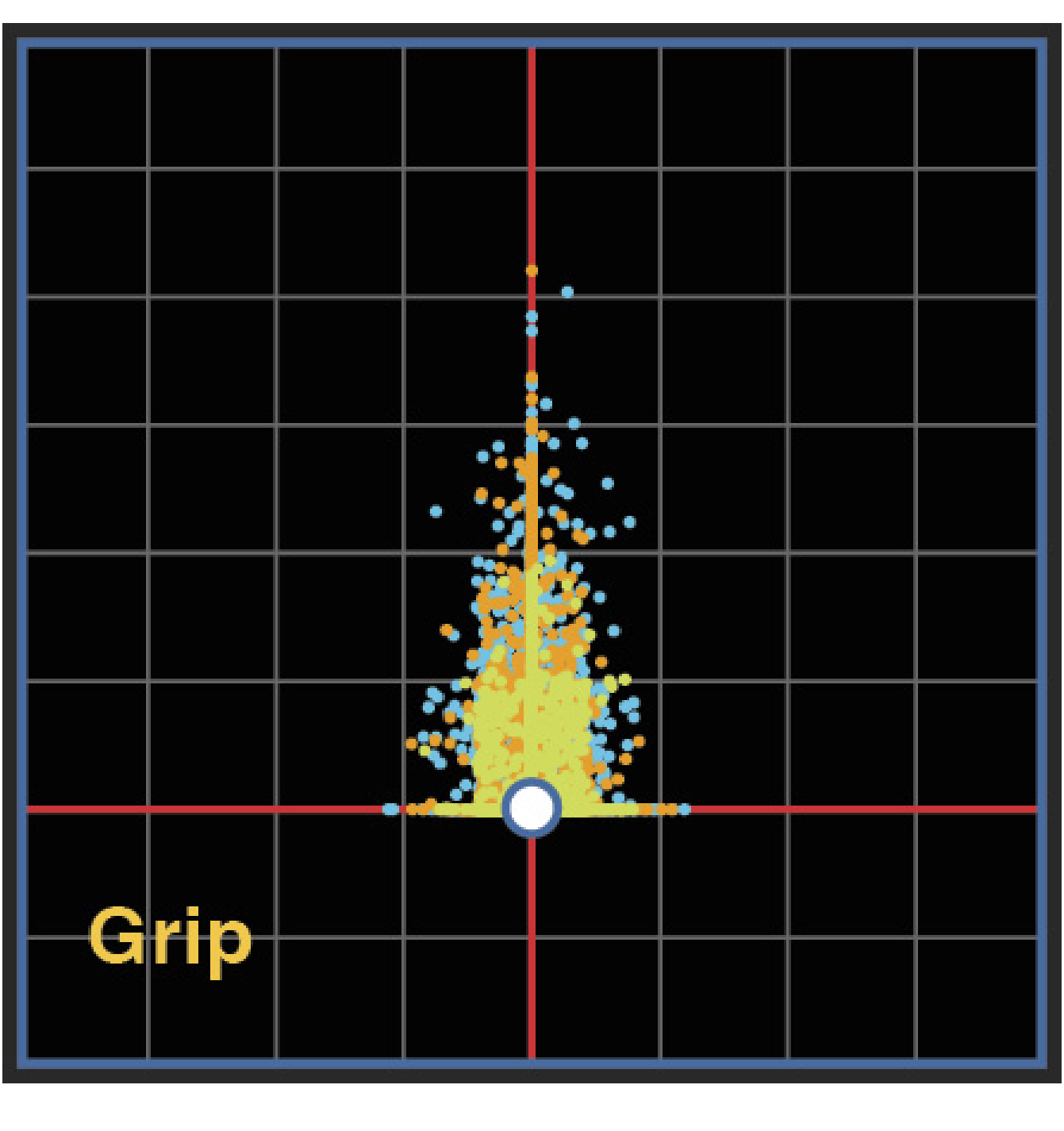
R3K





NV4





CALL OF DUTY
INFINITE WARFARE

Arsenal

SMGs

SMG Pros

- Strong CQC weapons
- Good handling, hipfire accuracy, and mobility

SMG Cons

- High ammo consumption
- Aggressive damage falloff at a distance
- Poor accuracy at long range

Rushdown

SMGs are built for aggressive playstyles and aggressive players. They often have larger magazines than ARs, and likewise often higher rates of fire.

Combined with SMGs excellent handling characteristics, and they make for lethal weapons when combined with a fast moving, thruster and slide heavy playstyle.

If you can keep your range of engagement low, you can dominate players with mid to long ranged focused weaponry, and you're rarely at a disadvantage against anything except a shotgun at ultra-close range.

Some of the more controllable SMGs can be used out to close-medium or even medium range with the right attachments, but keep in mind that you're often giving up class building points and CQC lethality in exchange for competing with weapons that are typically superior *out of the box* at medium range.

SMGs aren't great weapons for long range combat, they tend to .take a lot of shots to kill, their accuracy is poor unless you tap fire shots, and that makes landing the necessary hits to kill even slower and harder.

SMGs pair well with stealthy builds and offensive Rigs, using the perks and Rig setups to get in, and stay in close range combat as often as possible.

On maps with long lines of sight, be mindful of how you move around the map, stick to interior areas and try not to cross open areas without some form of stealth or cover.

SMGS

SMG Notes

- All SMGs are fully automatic weapons.
- The Karma-45 has dual magazines, and reloads faster if you have used less than half of your total ammo capacity. If you use more, the reload takes longer, as you have to reinsert both magazines. If you use *all* of your ammo, the reload is quite long.
- The RPR Evo is a modular weapon, and can be switched to AR mode, lowering its rate of fire and improving its accuracy and damage at longer ranges.
- The ERAD, FHR40, and HVR all have slightly different rates of fire, recoil patterns, and effective ranges. Experiment with each to find your preferred weapon.

Erad

Full auto Energy firearm. A wide dispersion muzzle dampens recoil, providing highest accuracy in class.

FHR40

Full auto Ballistic firearm. Offsets modest range with an extreme fire rate thanks to a unique magnetic bolt carrier.

Karma-45

Full auto Ballistic firearm. Built-in dual magazines provide increased ammo capacity.

RPR Evo

Full auto Ballistic firearm. Hold weapon switch to toggle Assault Rifle Mode. An integrated hybrid sight enhances longer range engagements.

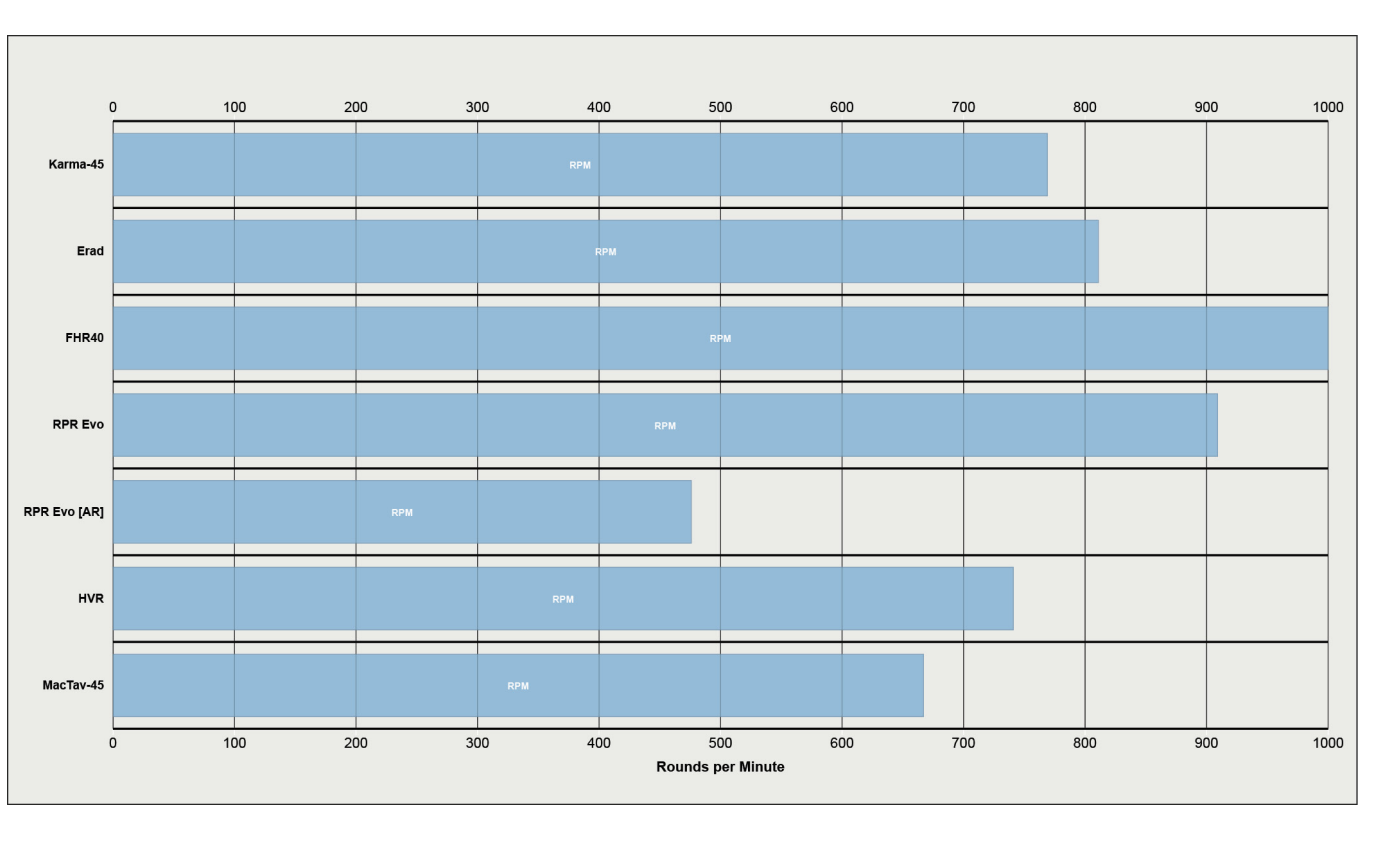
HVR

Full auto Ballistic firearm. Uses heavy terrestrial ammo for best-in-class stopping power.

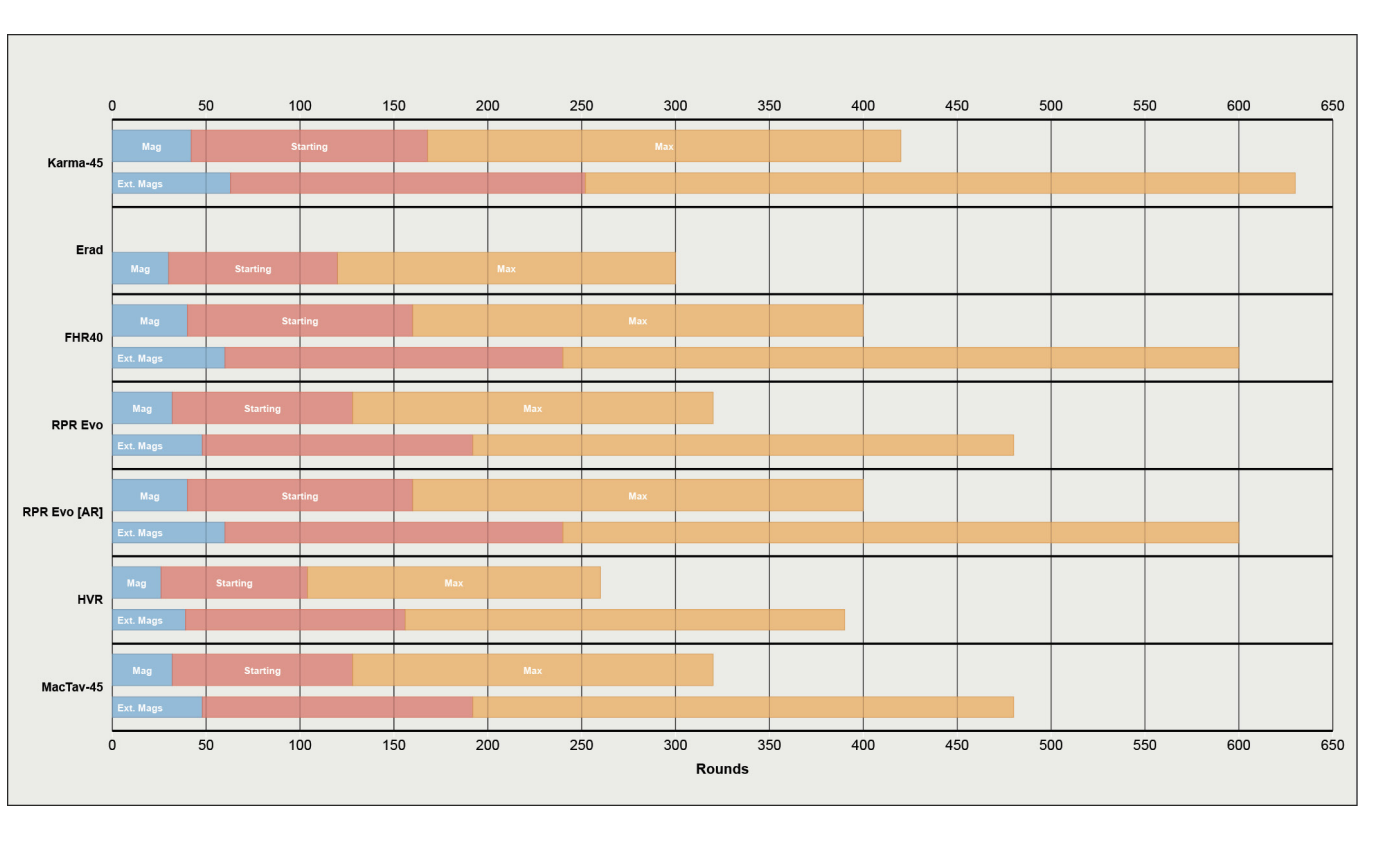
Special SMGs

Erad	Perk 1	Perk 2	Rarity
Ascendant	Sharpshooter	-	Common
Reckoning	Jackpot	Steady	Rare
Merciless	Refresher	Stockpile	Legendary
Cerberus	Master Key	Stability	Epic
FHR40	**Perk 1**	**Perk 2**	**Rarity**
Counterweight	Stability	-	Common
Requisition	Head Rush	Sharpshooter	Rare
Havoc	Nuclear	Steady	Legendary
Windfall	Invigorate	Stockpile	Epic
Karma-45	**Perk 1**	**Perk 2**	**Rarity**
Glutton	Stockpile	-	Common
Commision	Headhunter	Focus	Rare
Kismet	Gambler	Readiness	Legendary
Phobos	Rush Down	Sharpshooter	Epic
RPR Evo	**Perk 1**	**Perk 2**	**Rarity**
Stabilizer	Focus	-	Common
Revenant	Refund	Readiness	Rare
Modular	Roll the Dice	Stability	Legendary
Ripper	-	Focus	Epic
HVR	**Perk 1**	**Perk 2**	**Rarity**
Gunslinger	Steady	-	Common
Atlas	Sensor	Stability	Rare
Carnage	Hitman	Sharpshooter	Legendary
Gemini	Twinsanity	Readiness	Epic

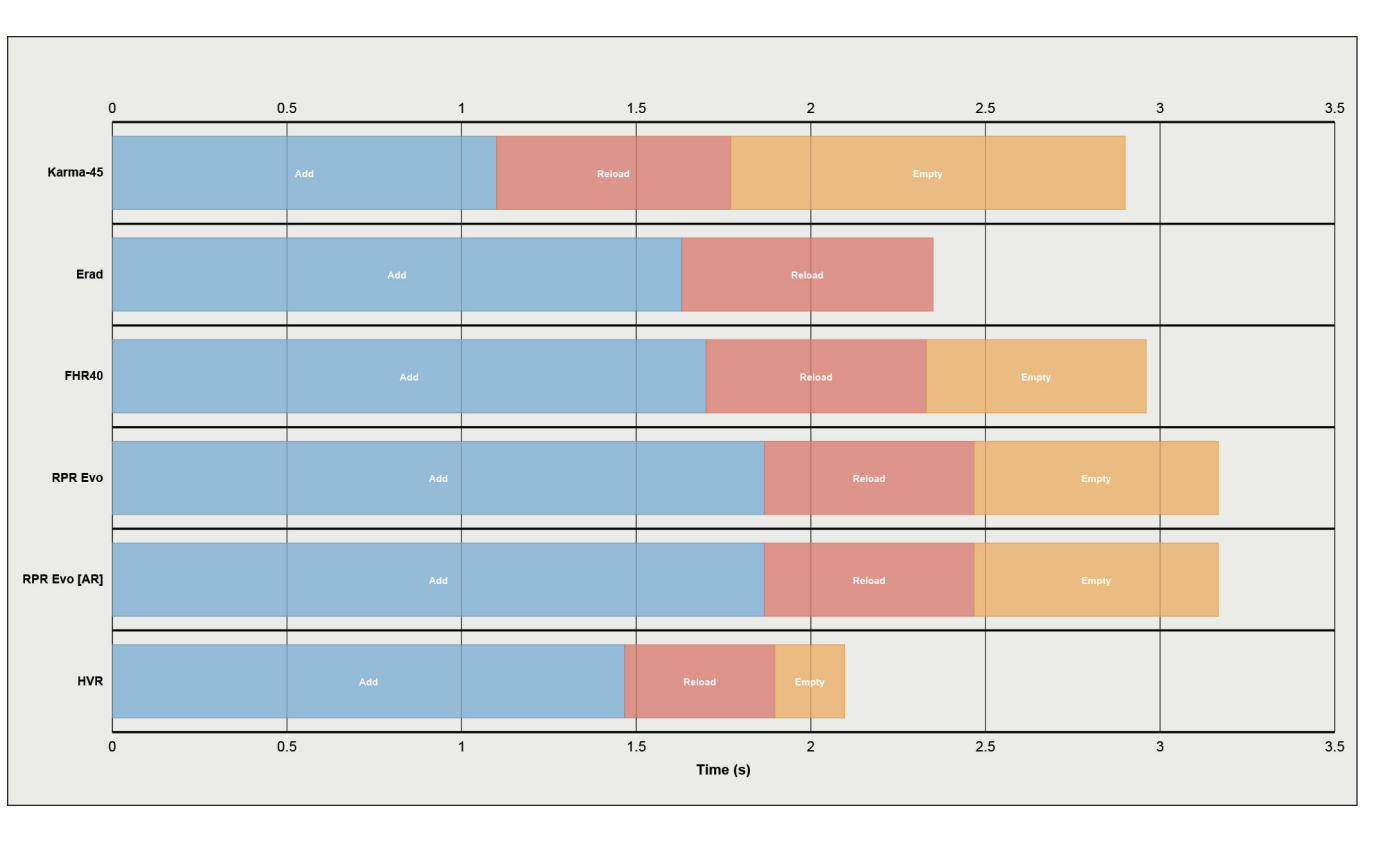
SMGs Rate of Fire



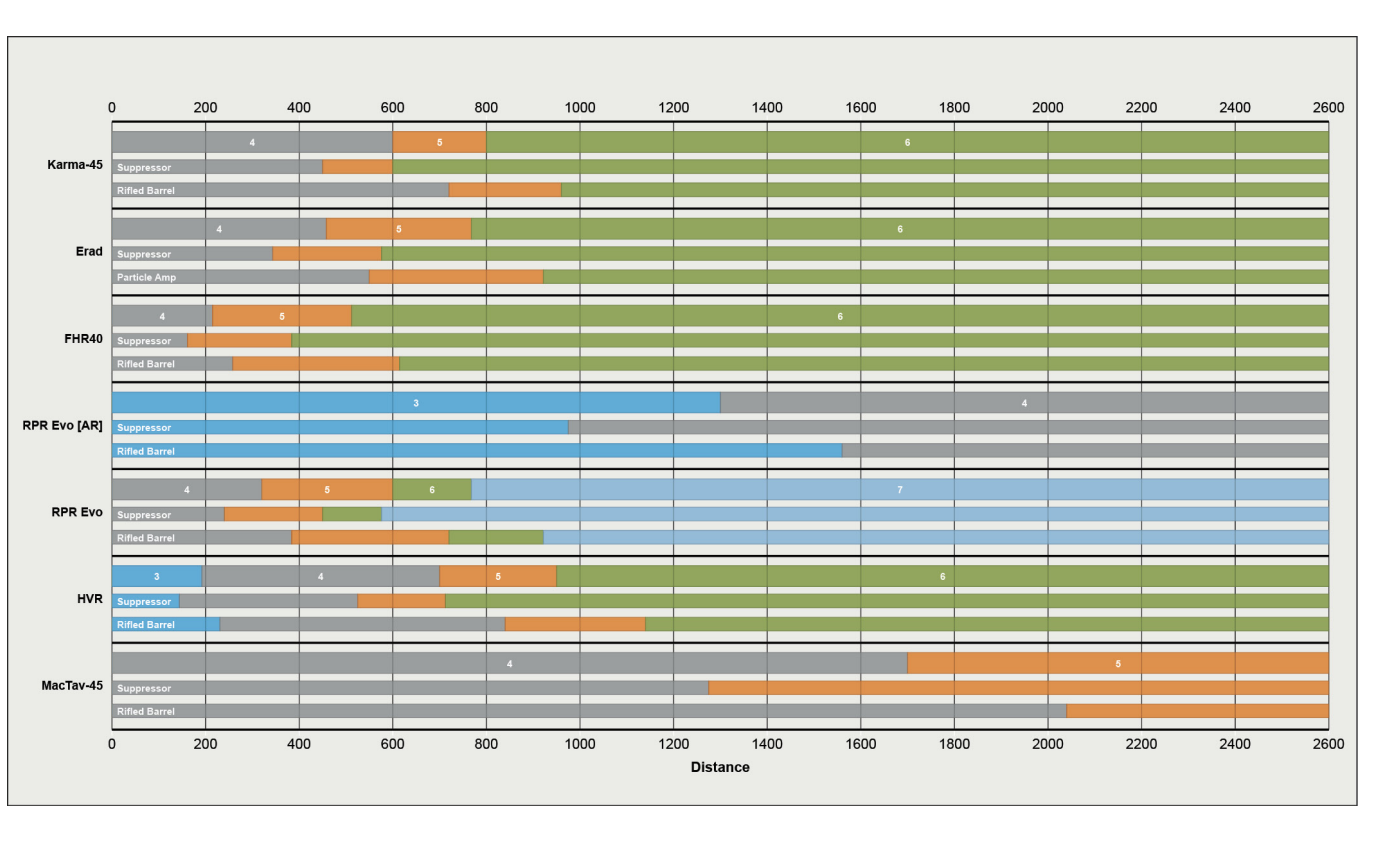
SMGs Ammo



SMGs Reload Times

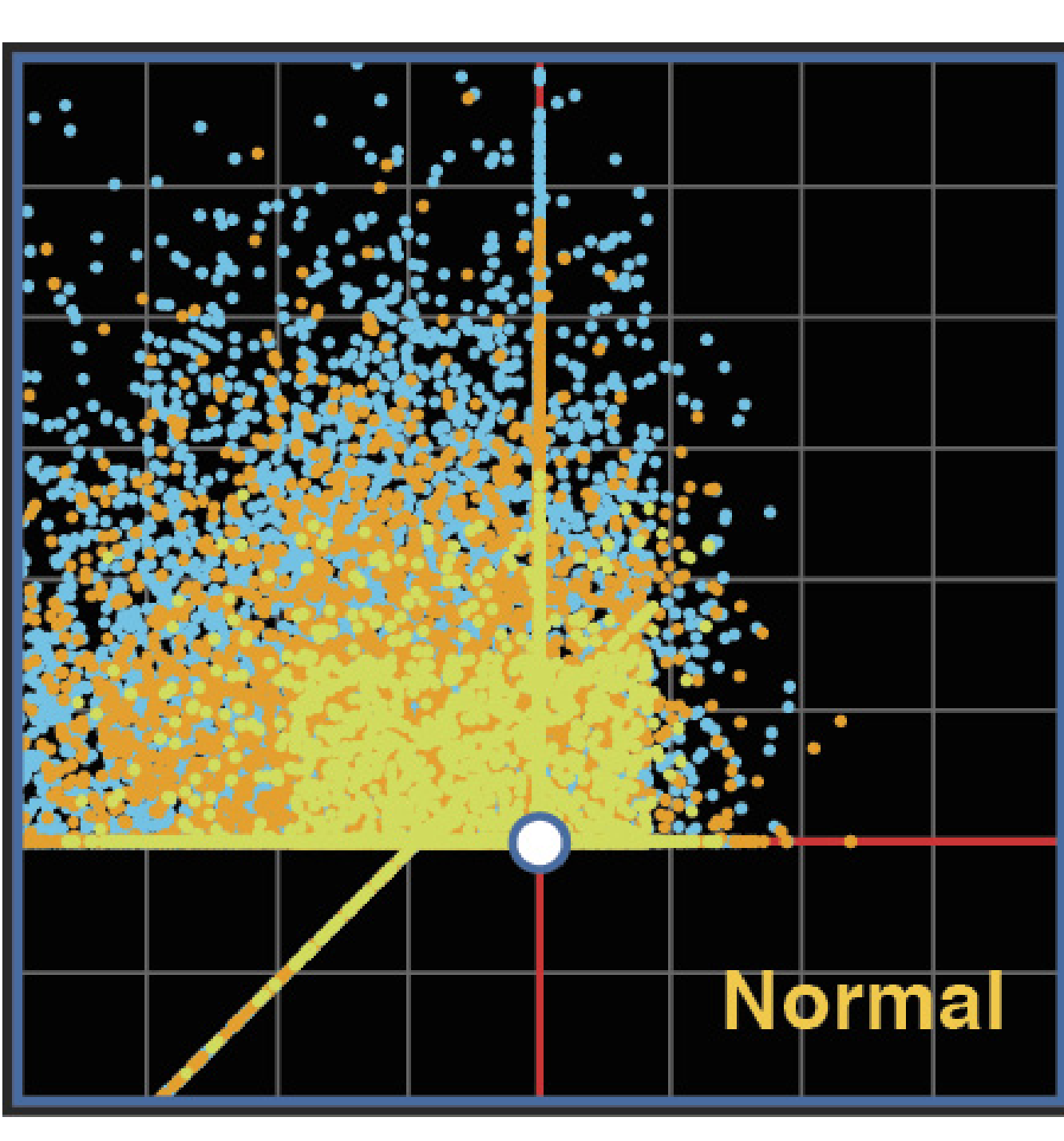


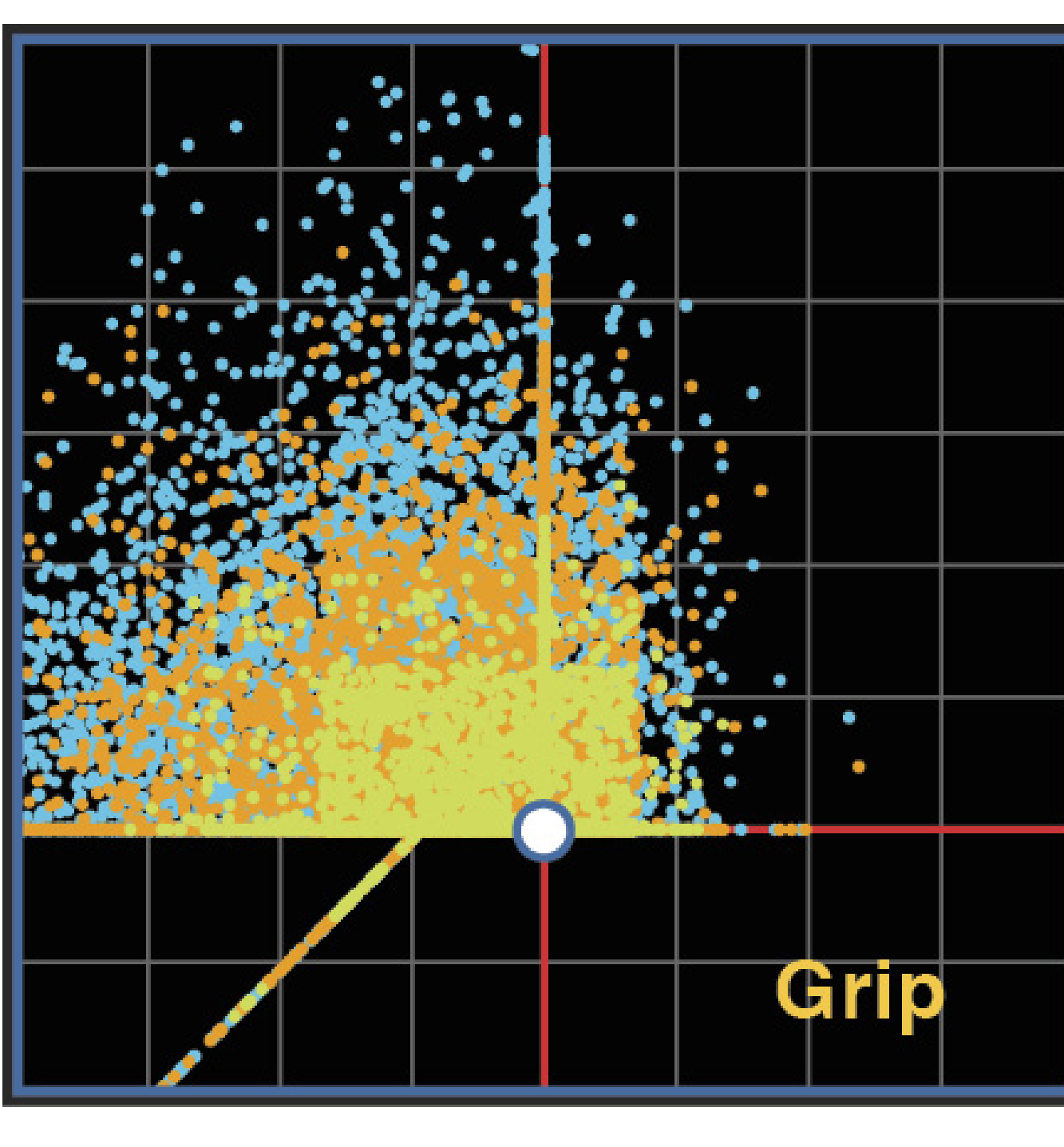
SMGs Shots to Kill



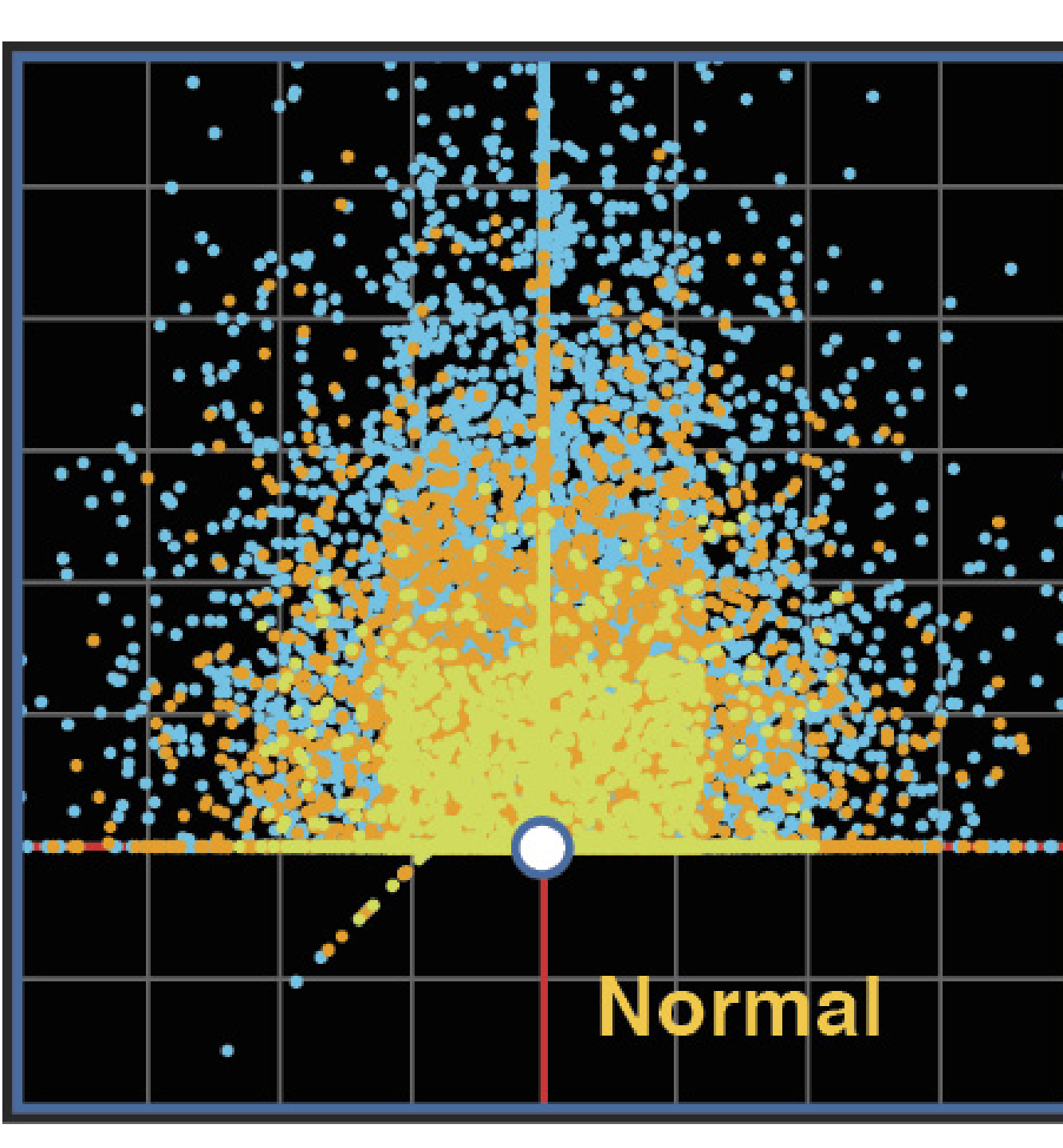
SMGs Recoil Plots (First Shot)

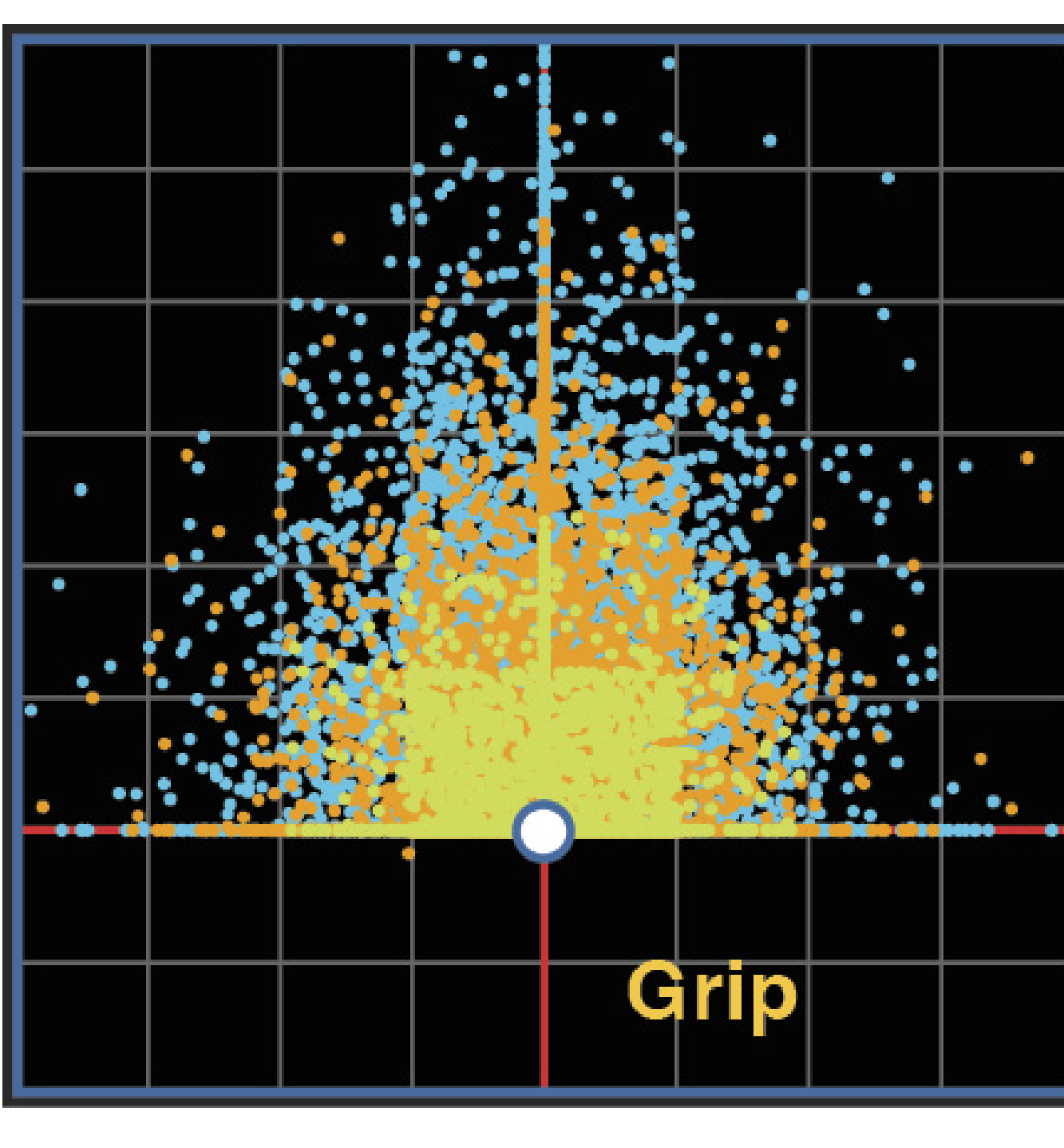
Karma-45



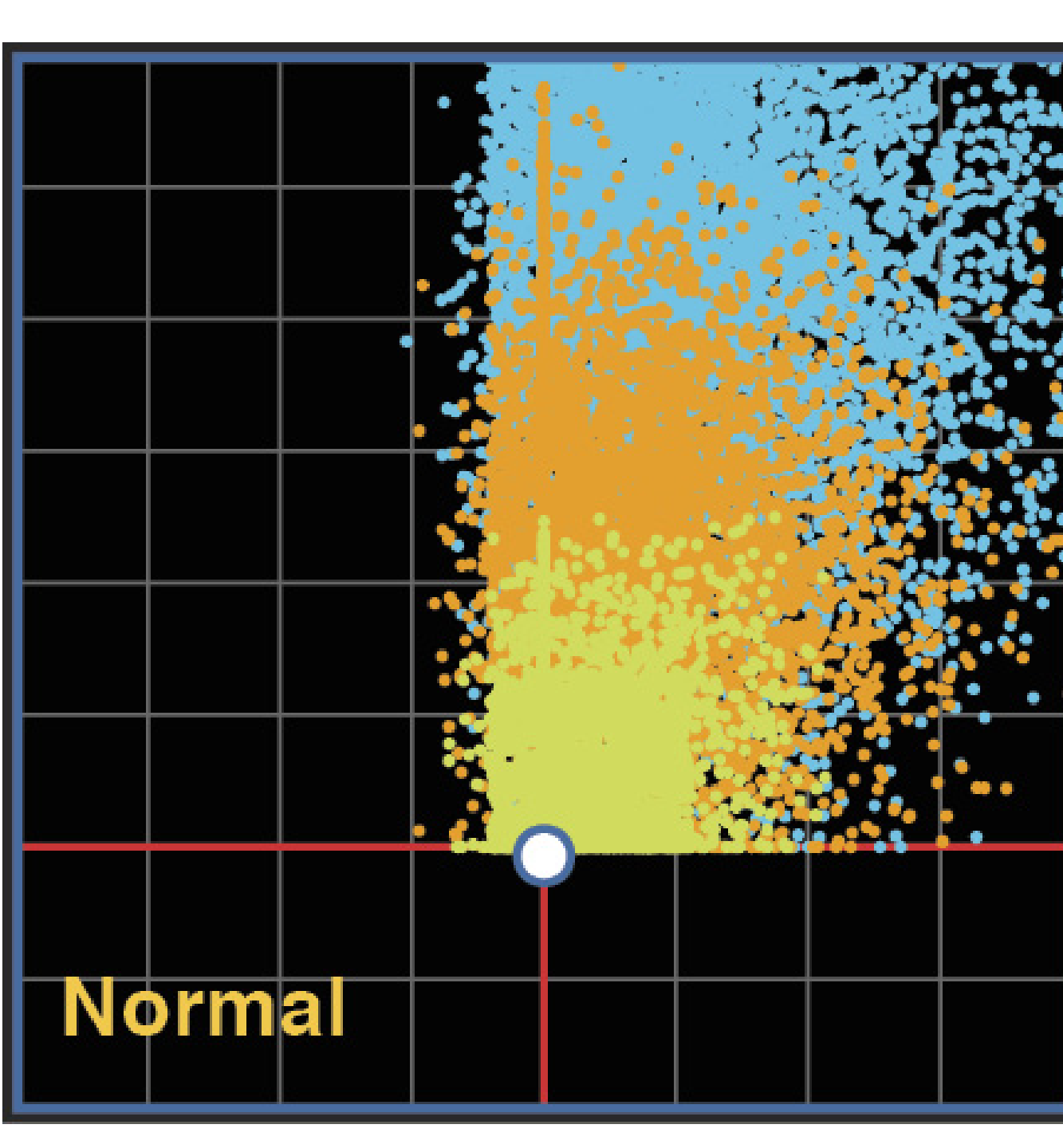


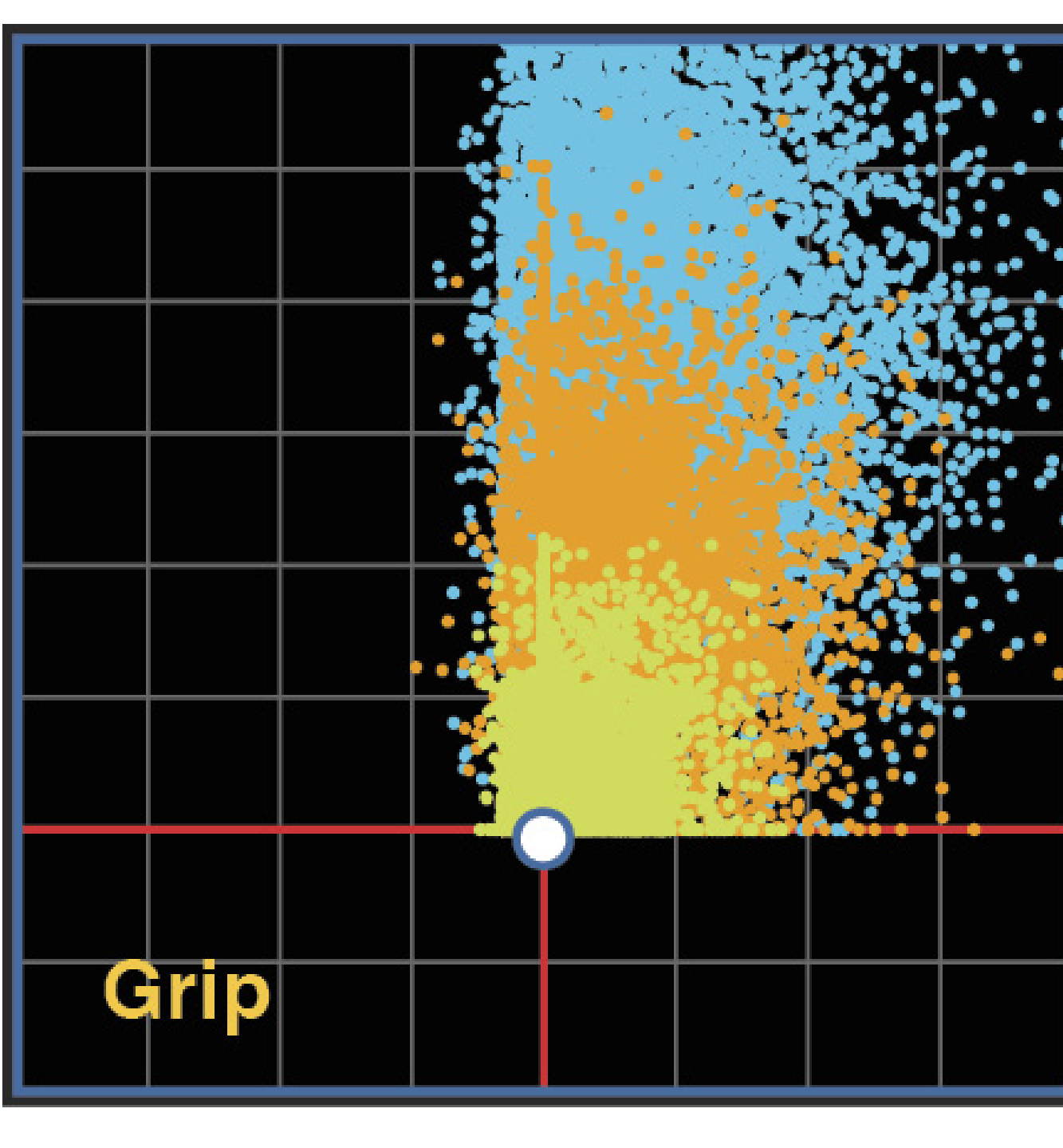
Erad



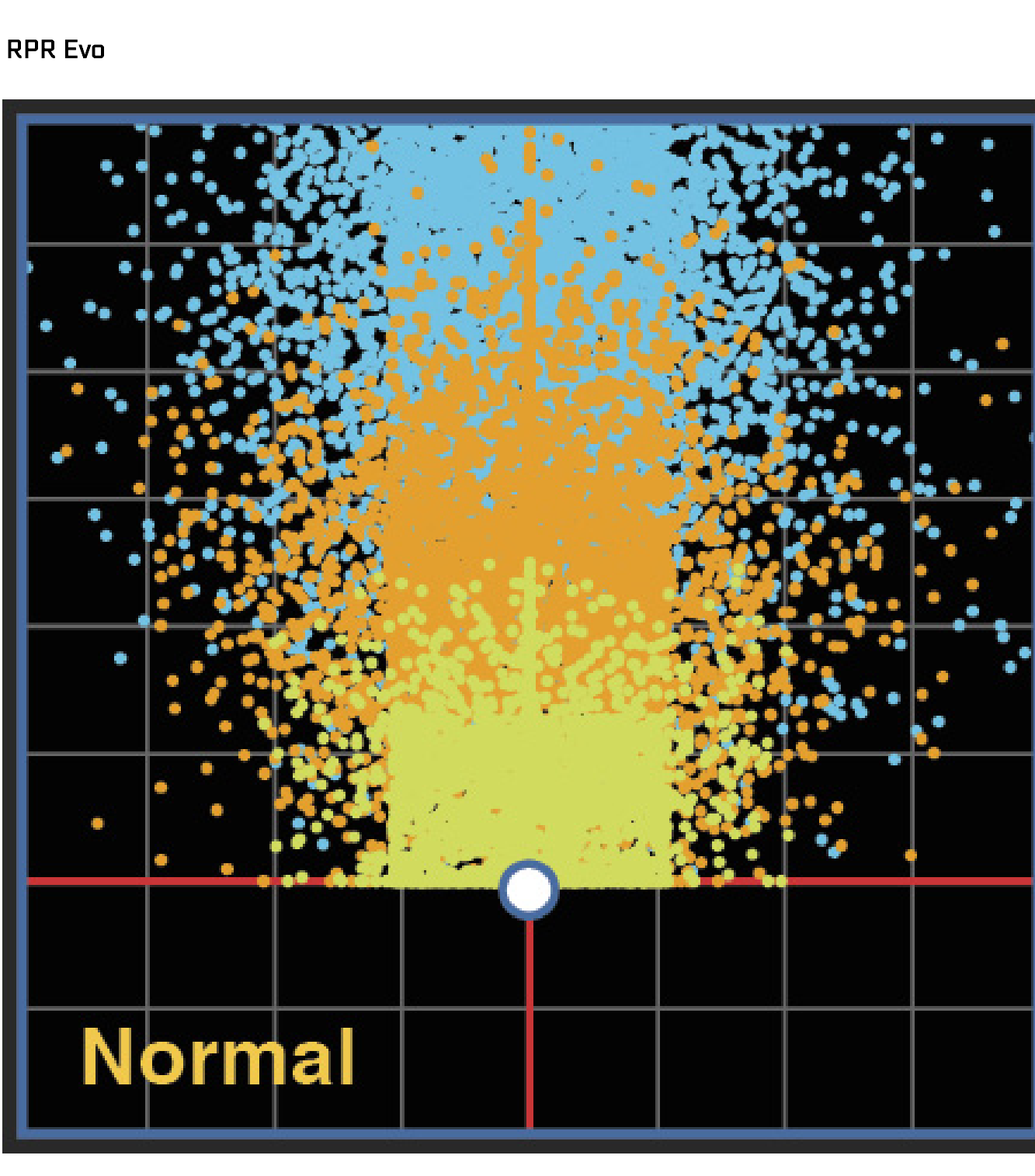


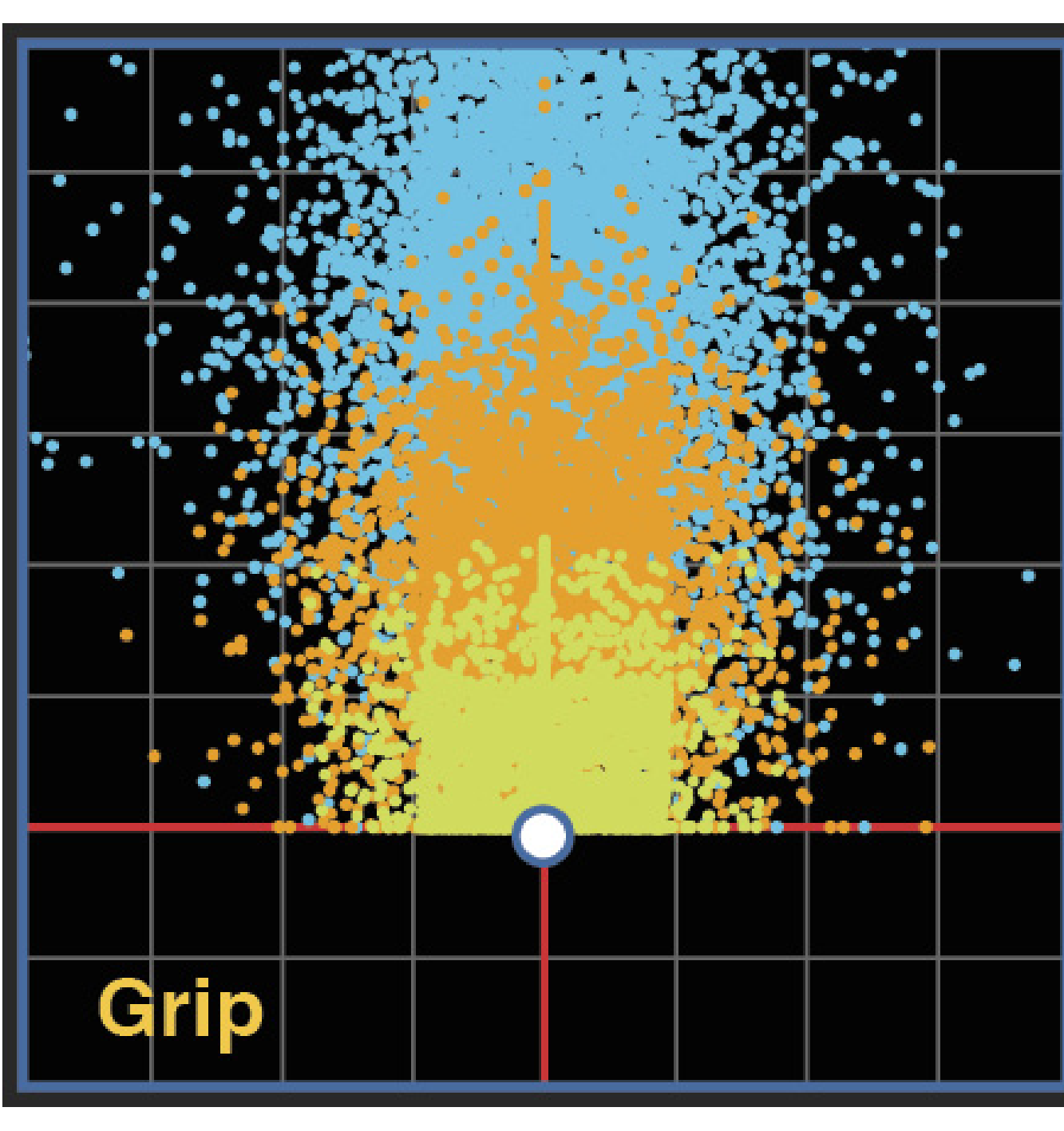
FHR40

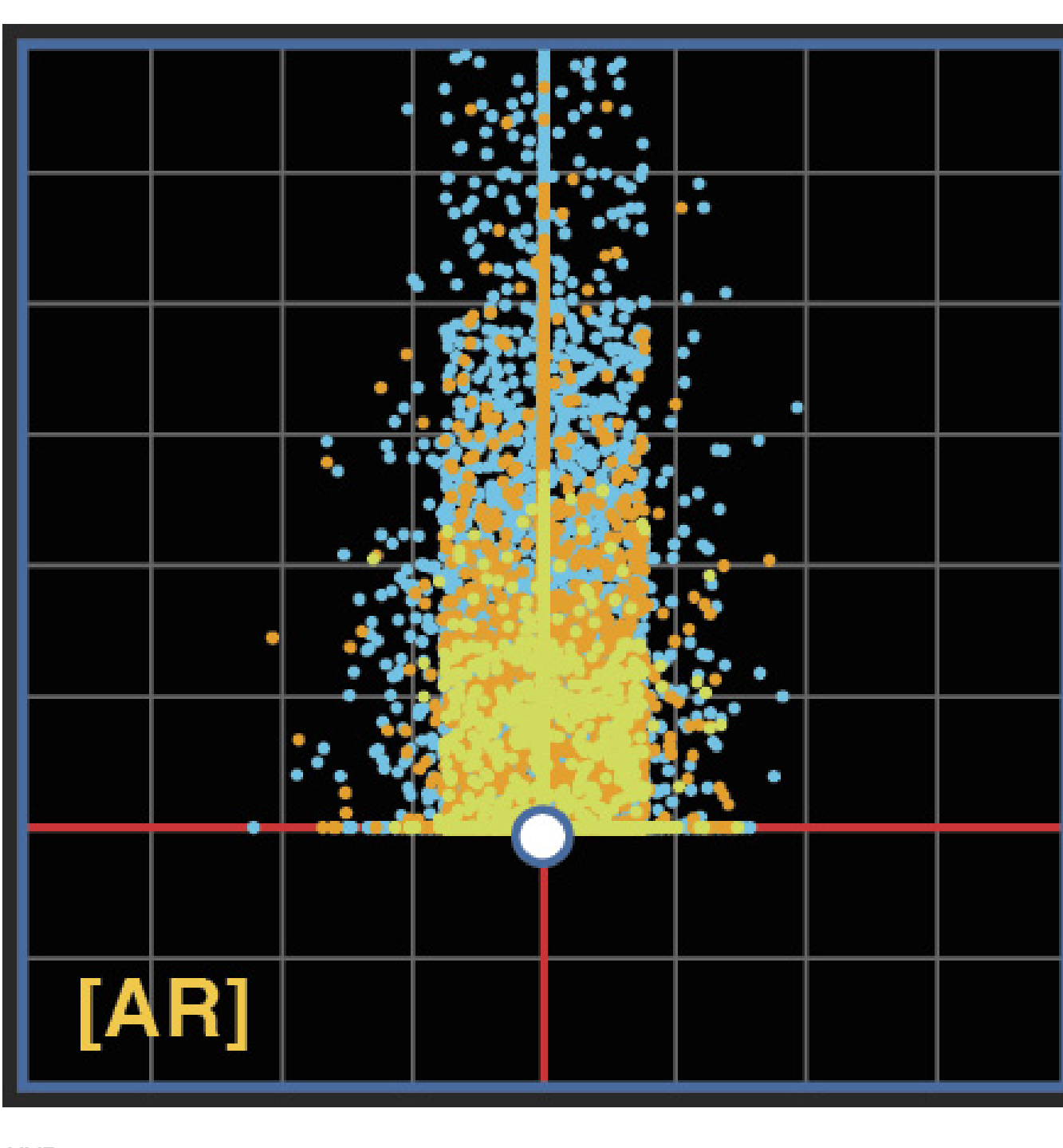




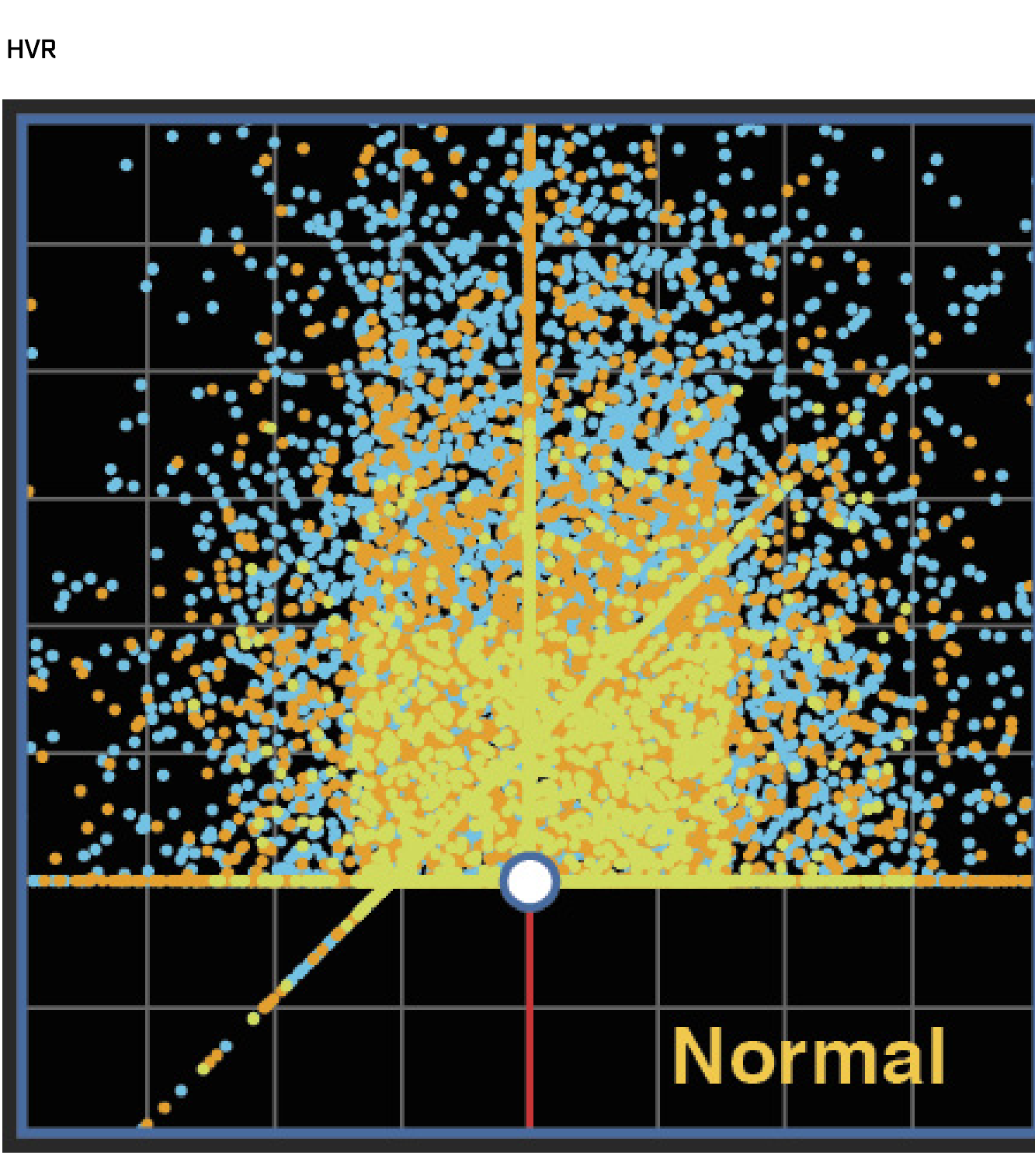
RPR Evo

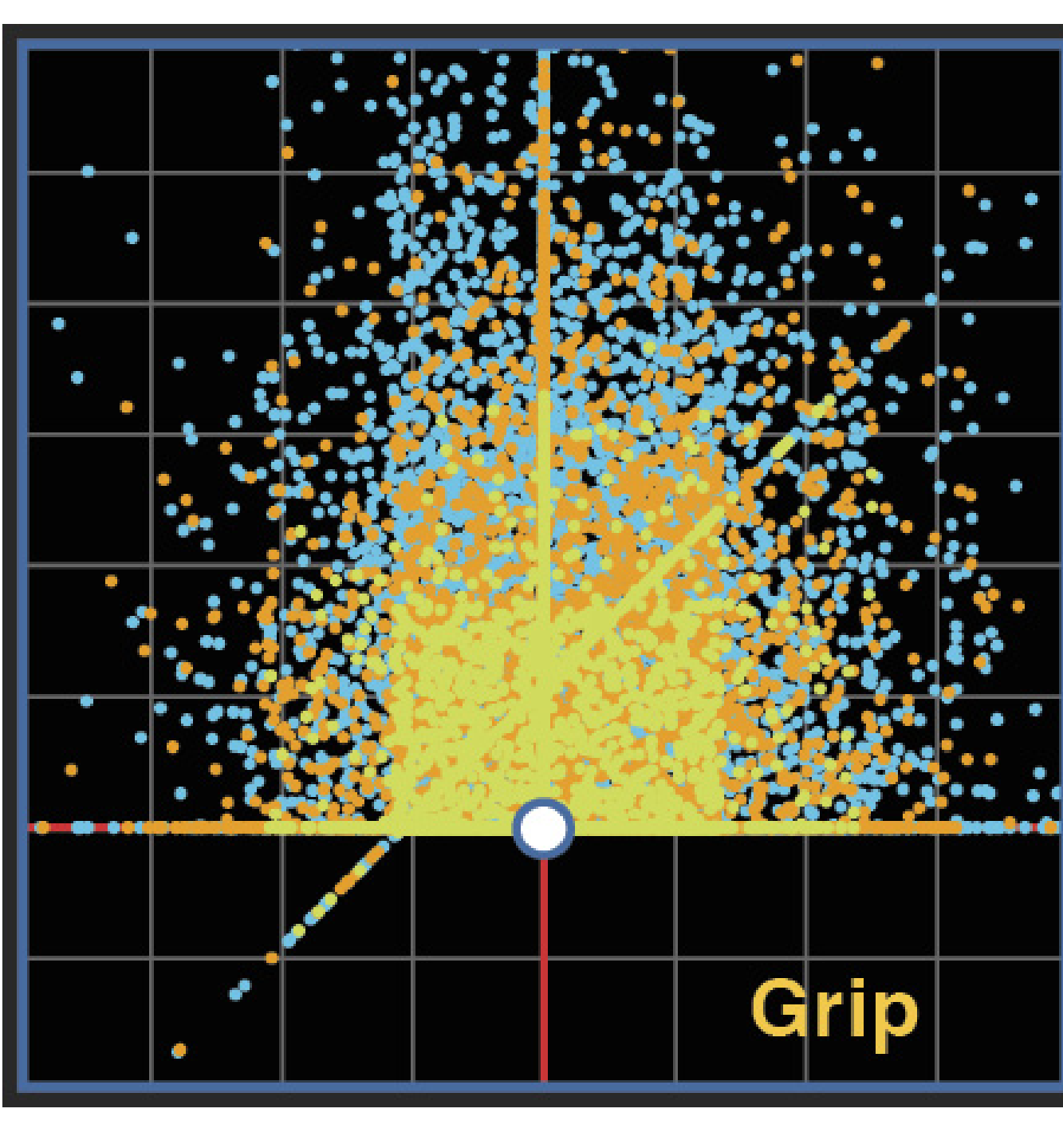




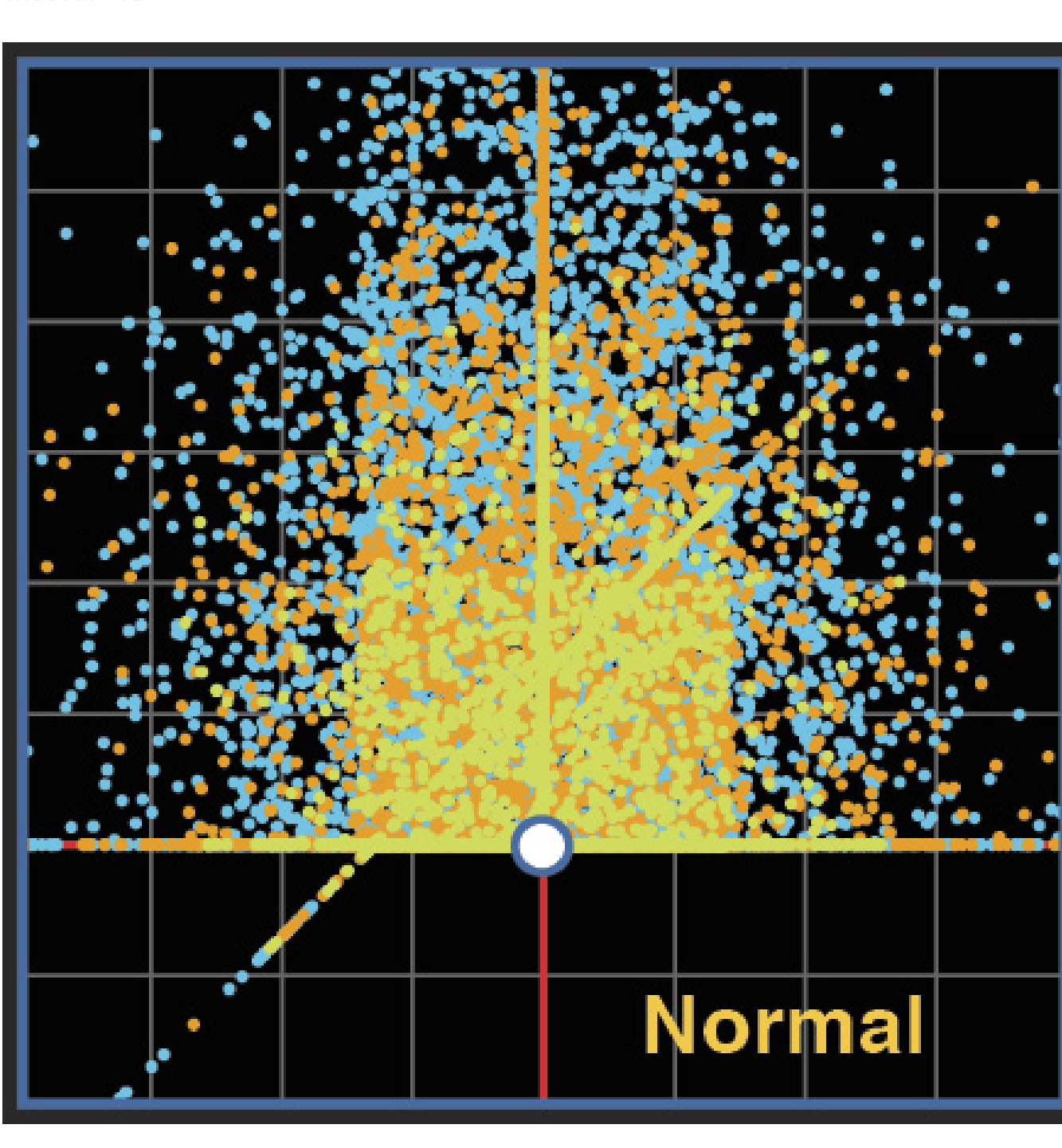


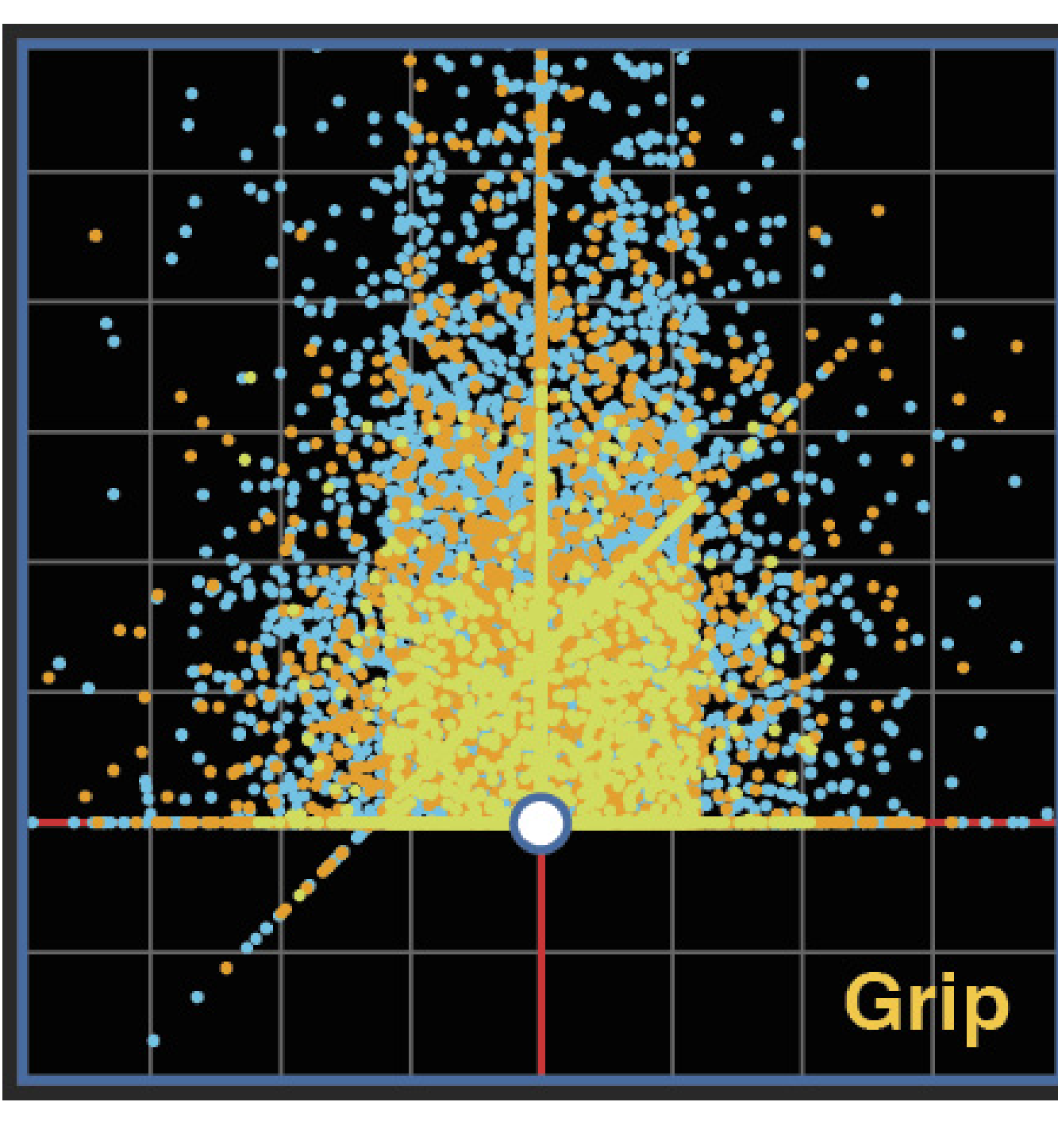
HVR





MacTav-45





LMG Pros

- Powerful ranged weapons
- Deep magazines, good damage at a distance, good penetration

LMG Cons

- Poor handling
- Very slow reloads

Suppressing Fire

LMGs are high capacity, high damage weapons built for locking down lanes with sheer volume of fire.

LMGs fare poorly in most CQC situations, although the Mauler can be customized to have reasonably effective hipfire.

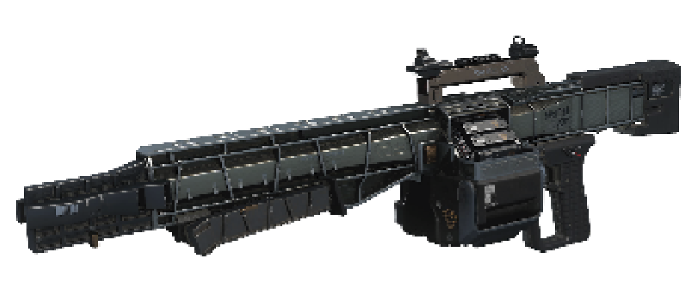
As a general rule, if you can find a good location with hard cover and a good line of sight, you can make life miserable for anyone attempting to cross your line of sight.

Unlike sniper rifles, which are precision weapons, LMGs don't need quite as much finesse—you have the ammo capacity to simply hose an area down with waves of lead or energy bolts.

Taking ranged optical attachments is a good idea, to take full advantage of your ranged firepower. You may also want to pack equipment and a decent secondary weapon to guard your back, because if you get jumped in CQC by an SMG, you don't want to be trying to bring your cumbersome LMG to bear.

LMG Notes

- Each of the three LMGs trades off rate of fire, accuracy, and damage. Experiment to find your preferred model.
- The Mauler has a tighter hip spread than the other weapons, and with its rate of fire, can be used reasonably effectively at short range to simply hose down a target.
- The R.A.W. and Titan are both Energy weapons, and benefit considerably from the ammo regeneration if you keep your distance and give your ammo time to replenish.

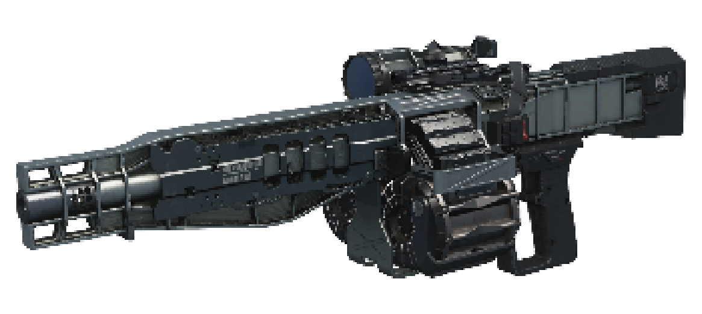


R.A.W.

Full auto Energy weapon. Offers a dependable fire rate and high-capacity power cell for sustained output.

Mauler

Full auto heavy Ballistic weapon. An experimental gaussian delinker channels ultra-rapid fire into a tight hip spread.



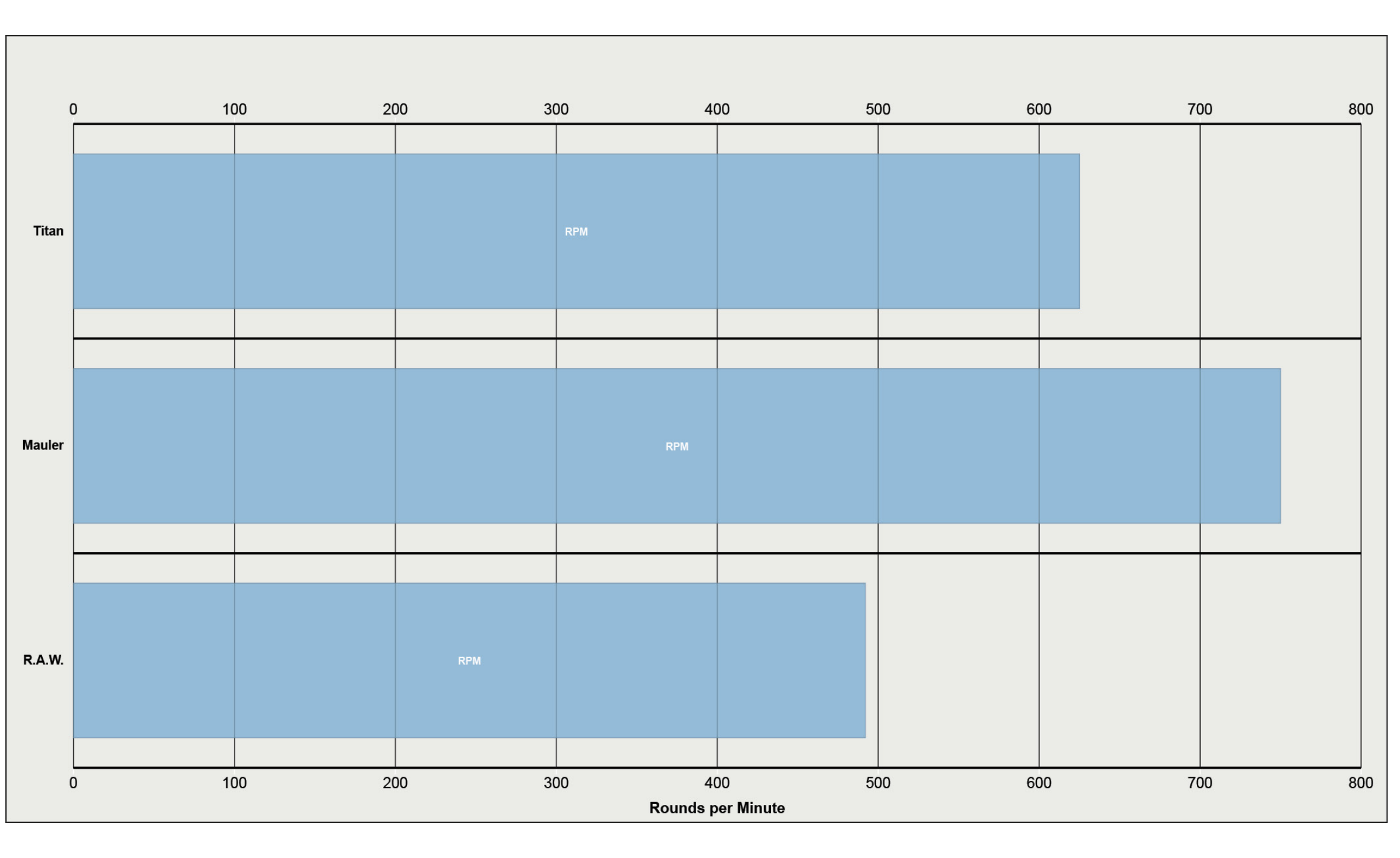
Titan

Full auto Energy weapon. Delivers high damage with strong recoil.

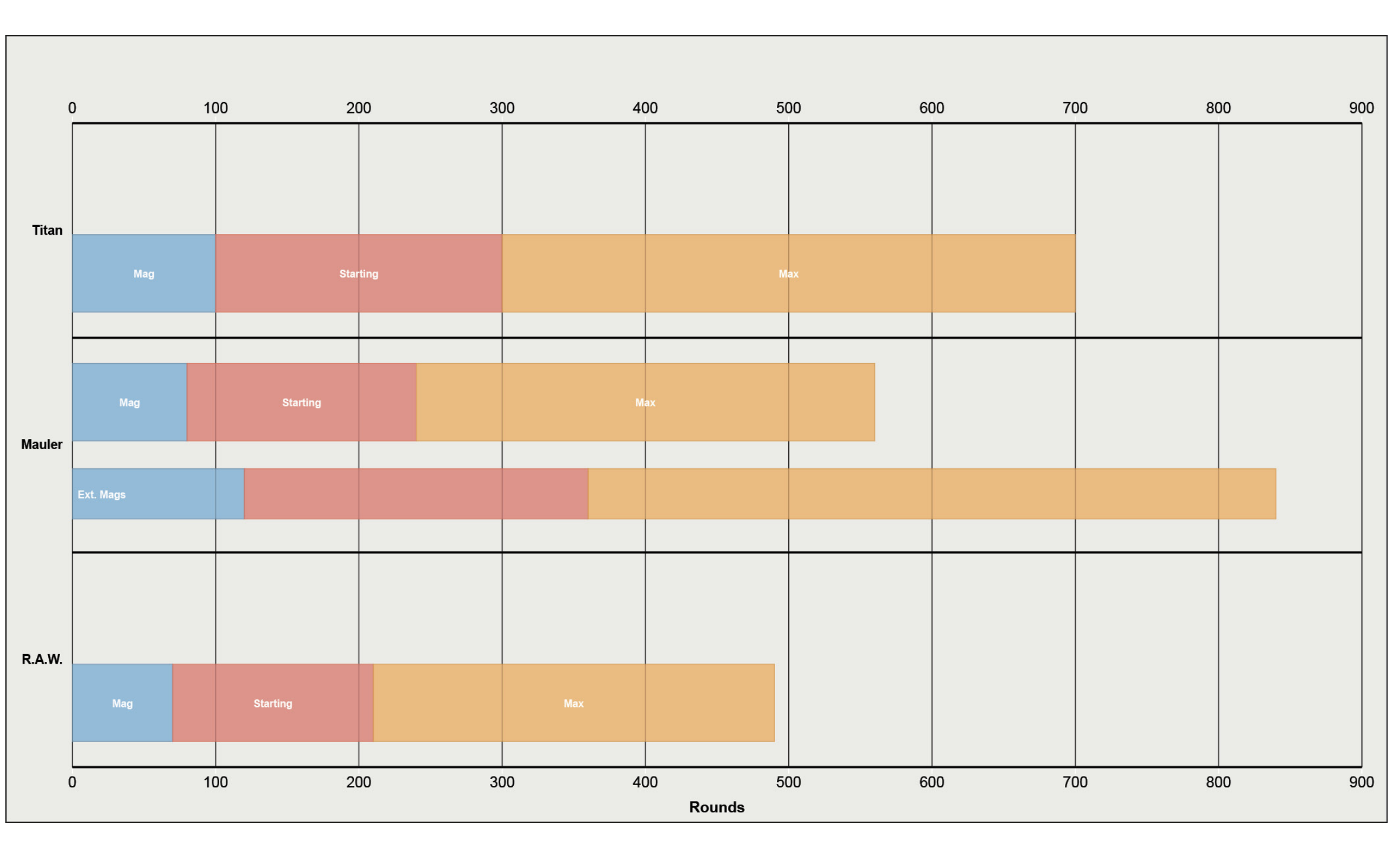
Special LMGs

R.A.W.	Perk 1	Perk 2	Rarity
Quickshot	Steady	-	Common
Repeater	Headhunter	Stockpile	Rare
Benediction	Gambler	Sharpshooter	Legendary
Liberty	Make It Rain	Haste	Epic
Mauler	**Perk 1**	**Perk 2**	**Rarity**
Zeal	Readiness	-	Common
Rechamber	Refund	Steady	Rare
Ruin	Nuclear	Haste	Legendary
Mammoth	Heavy Hitter	Sharpshooter	Epic
Titan	**Perk 1**	**Perk 2**	**Rarity**
Impact	Sharpshooter	-	Common
Warden	Jackpot	Haste	Rare
Redeemer	Refresher	Focus	Legendary
Scout	Hax	Stability	Epic

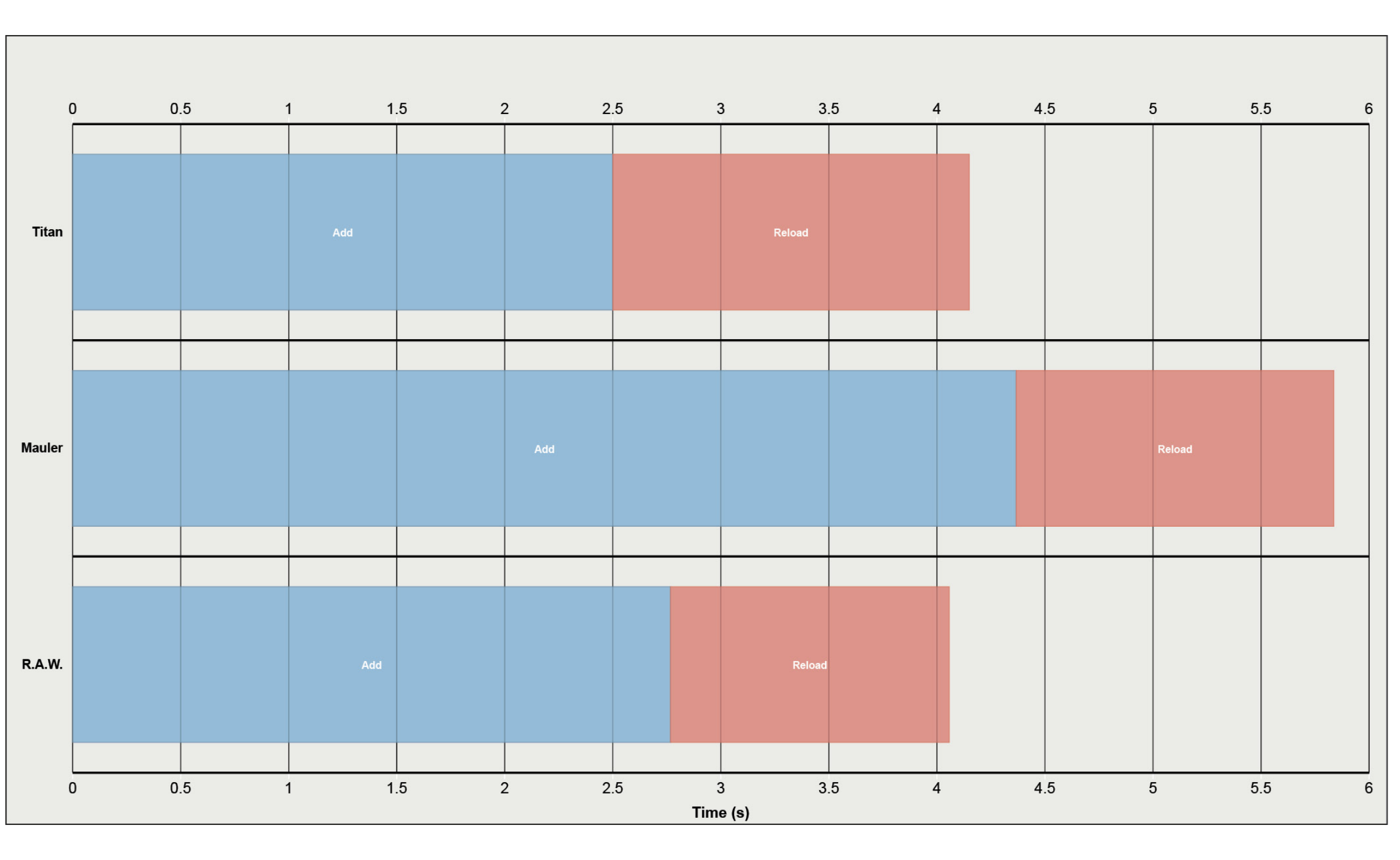
LMGs Rate of Fire



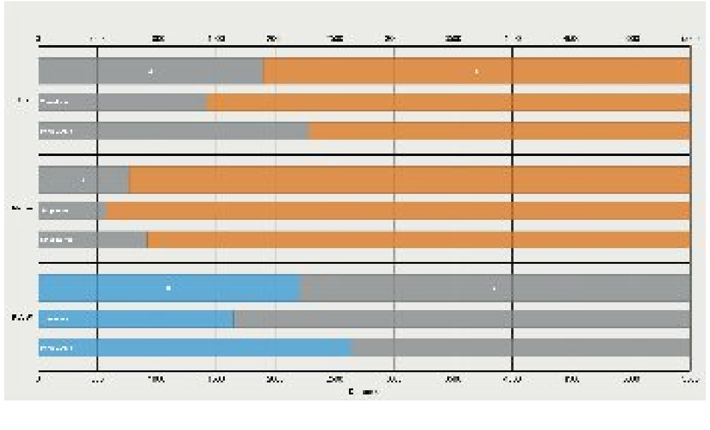
LMGs Ammo



LMGs Reload Times

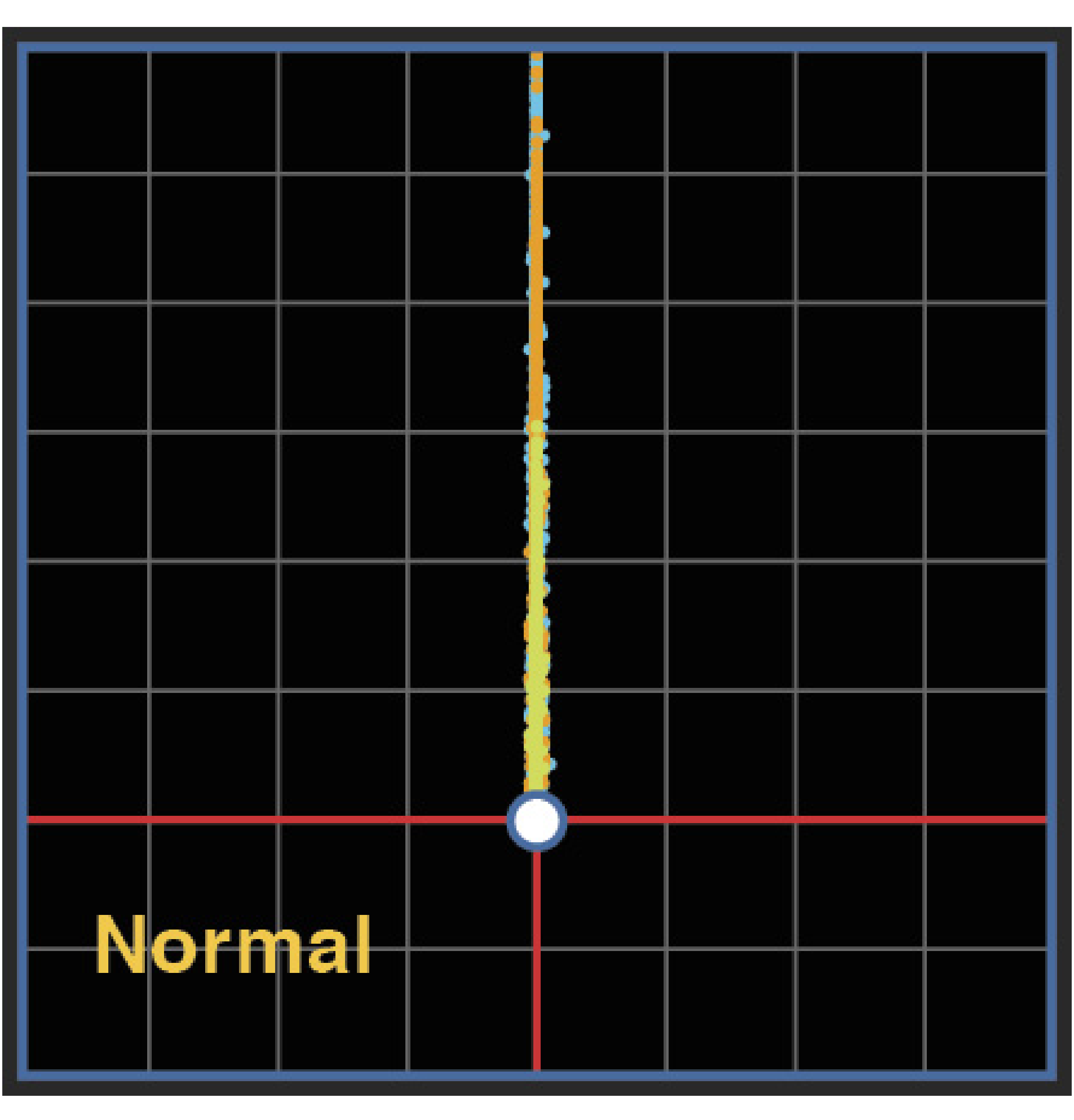


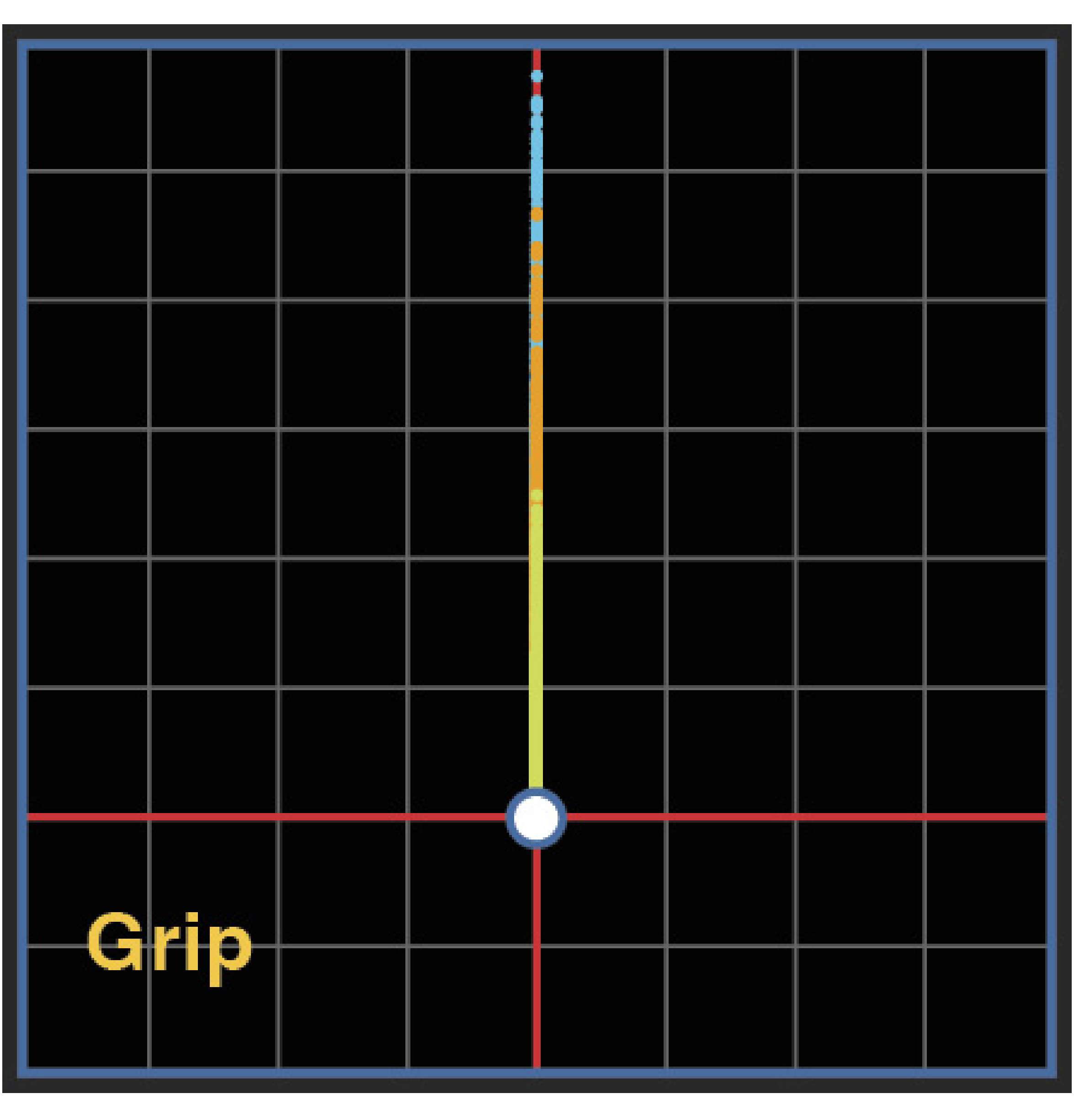
LMGs Shots to full



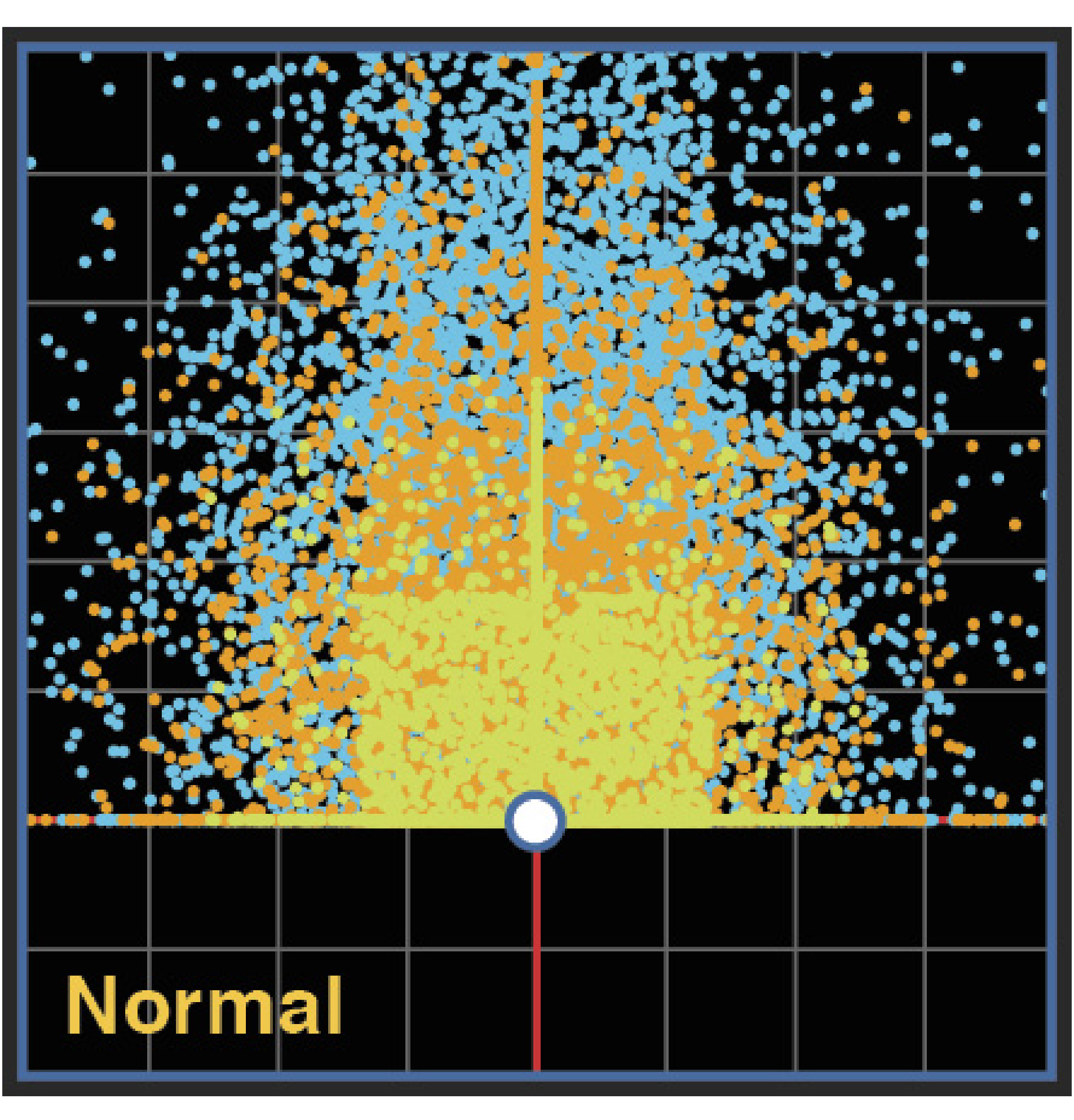
LMGs Recoil Plots (First Shot)

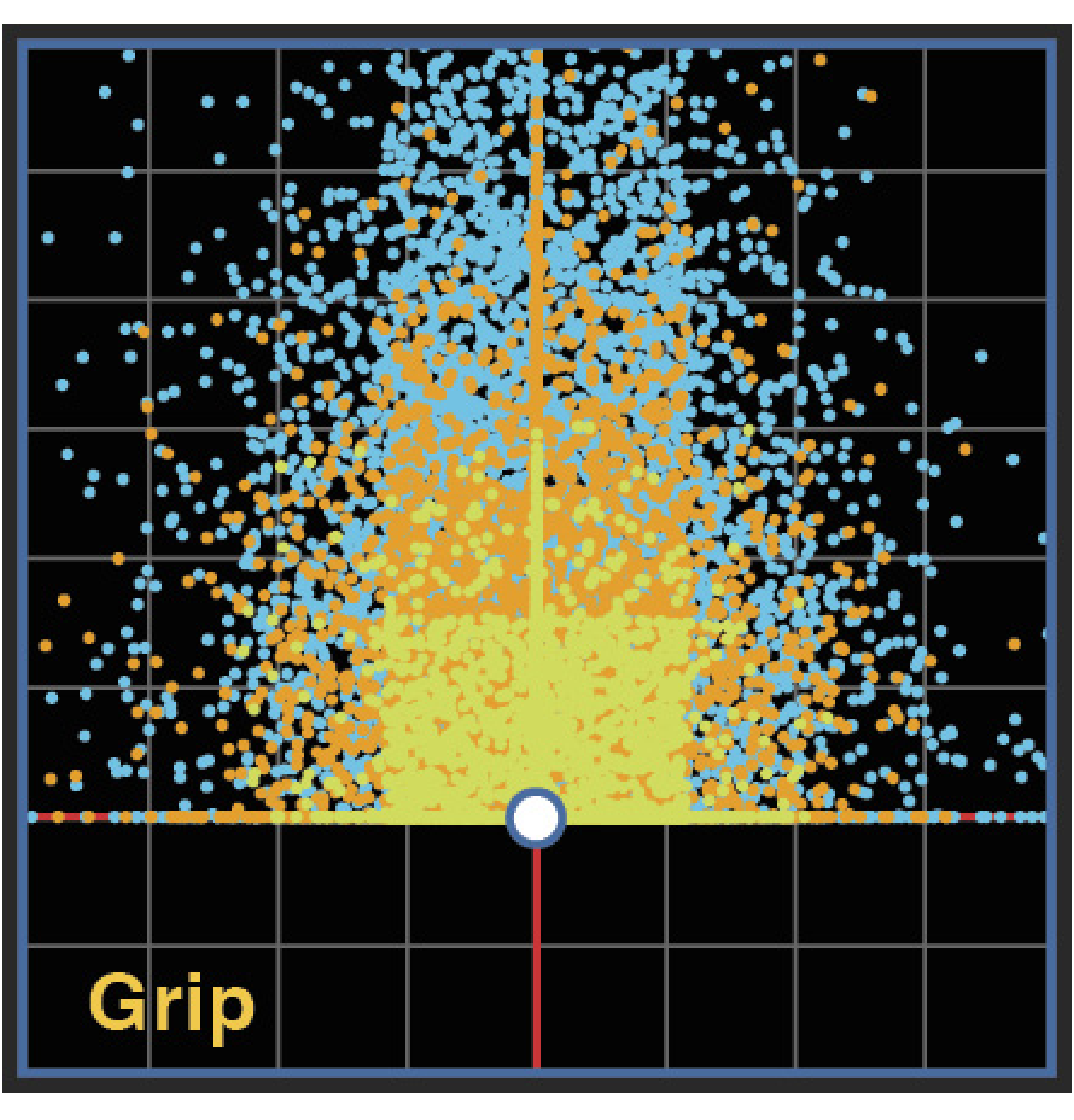
R.A.W



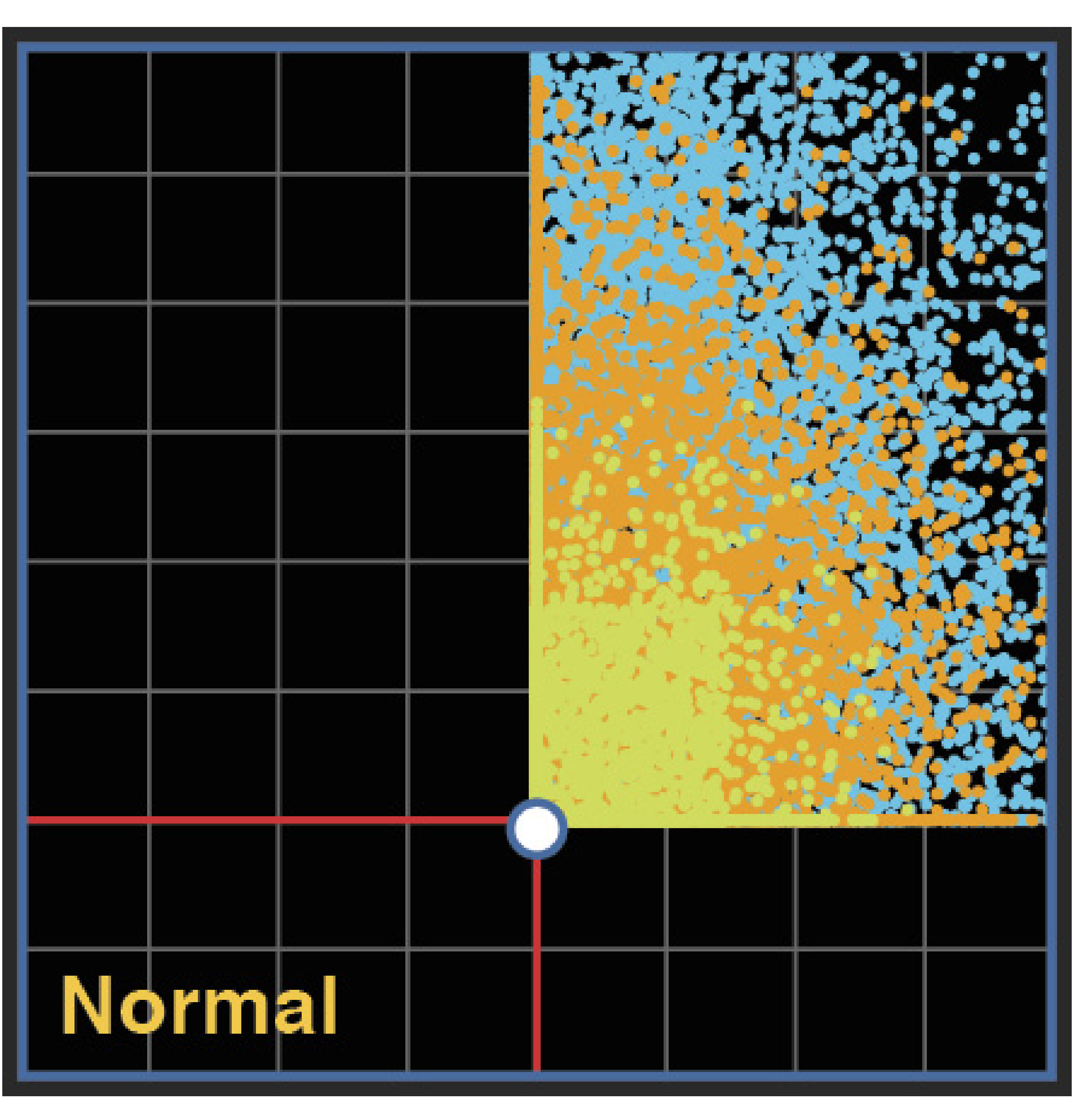


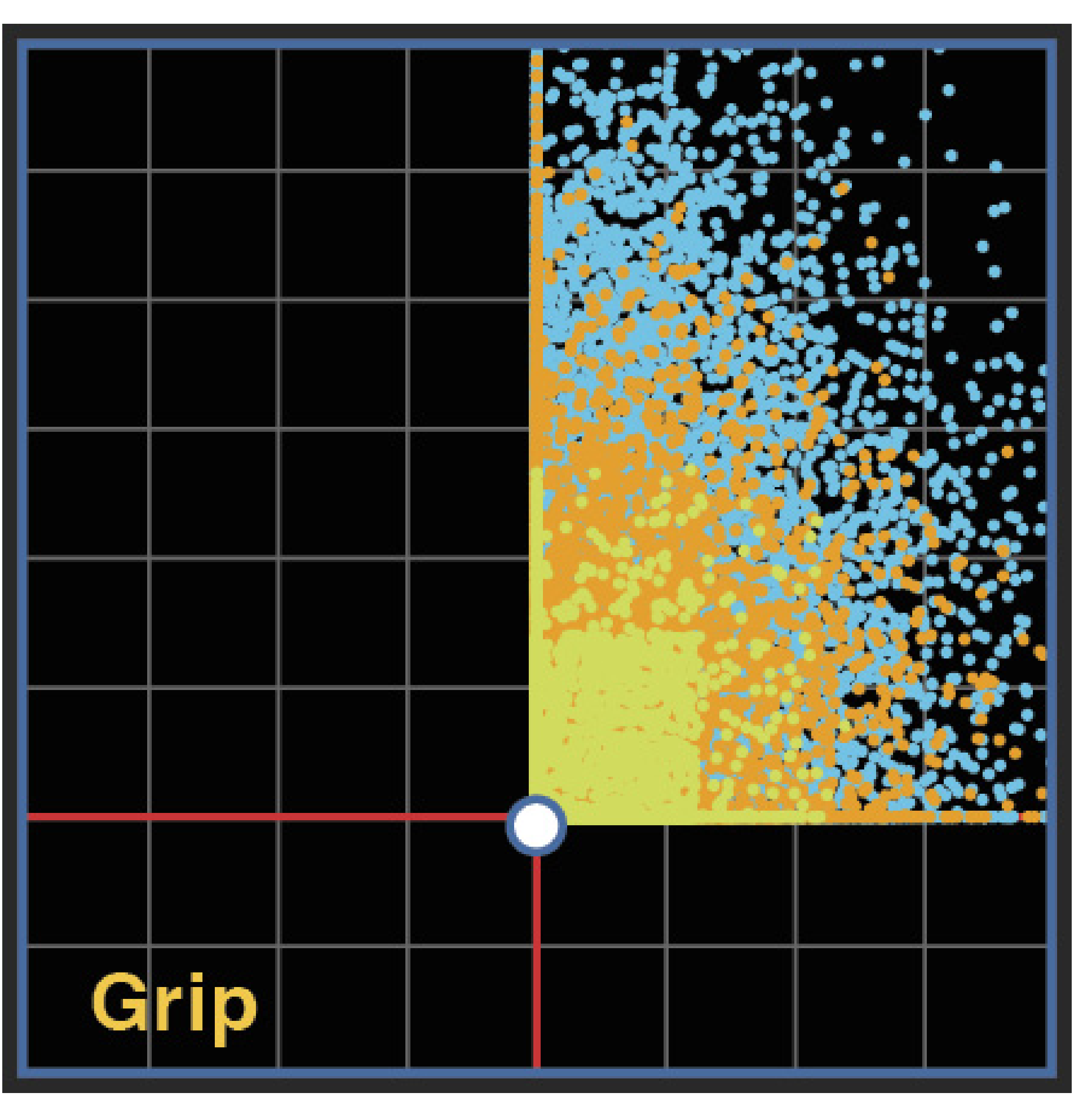
Mauler





Titan





Sniper Rifles

Sniper Rifle Pros

- One shot, one kill
- Supremely long range

Sniper Rifle Cons

- Demand high accuracy
- Very poor at close range

Long Range Dominance

Sniper rifles are high power, high precision weapons. With the potential to kill with a single bullet at any distance, they are potentially very powerful weapons.

However, they demand significant gun skill on your part, and if your accuracy isn't up to par, you're better off with an LMG or a different type of weapon entirely.

Pair your sniper with a good secondary weapon. Either spend the extra points so you can carry an SMG or shotgun, or at the very least, bring a pistol.

Like LMGs, bringing a loadout that has gear, perks, and a Rig that can guard your back isn't a bad idea if you plan on playing a true long-range sniper.

If you are more aggressive, you can stay on the move and fight at a medium distance, but this is the hardest way to use a sniper. Practice your snapshots, you don't have time to aim and hold your breath for a long time when lining up a shot at medium range before you're dropped by an AR or even an SMG.

Be wary of spending too much time camping in one place. While covering a lane and locking down sightlines is smart play with a sniper, players tend to get very aggravated by snipers and make an effort to hunt them down specifically.

If you constantly change your position, you make it that much harder for retaliatory pursuers to track you down.

HOLD, HOLD

When aiming with a sniper scope, your view sways noticeably. To steady your aim for a perfect shot, you can hold your breath with the Sprint button.

Holding your breath momentarily stabilizes the sight and ensures that your shot is on target.

If you hold your breath for too long, you lose control of your aim again, so try to line up your shots quickly. Don't hold and aim while waiting for a target.

Sniper Rifle Notes

- The Longbow is your best bet for consistent one-shot kills, particularly when you're on the move, but because rechambering each round drops your scope, it isn't great for follow-up shots on multiple targets.
- The EBR-800 is a modular weapon that can transition into an AR form, giving you a built-in mid-range option for moving around the map safely.
- The Widowmaker is a two-round burst rifle, and very forgiving for sniping. If you can get your crosshairs on target, odds are the double shot will down your target.
- Finally, the DMR-M1 isn't really a traditional sniper at all, but rather, a marksman rifle built for mid- to long-range combat. With good accuracy, high damage, and rapid semi-auto fire, it can perform very effectively at a distance if you are not comfortable with a more traditional sniper.

KBS Longbow

Bolt-action Ballistic rifle. One shot, one kill from the waist up. Rechambering breaks scope aim.

EBR-800

Semi-auto Energy rifle. Hold weapon switch to activate assault rifle mode for automatic fire and decreased power consumption.

Widowmaker

Two-round burst, bolt-action Ballistic rifle. Features a unique chamber stack for predictable two-round burst fire and a lightweight mold for increased mobility.

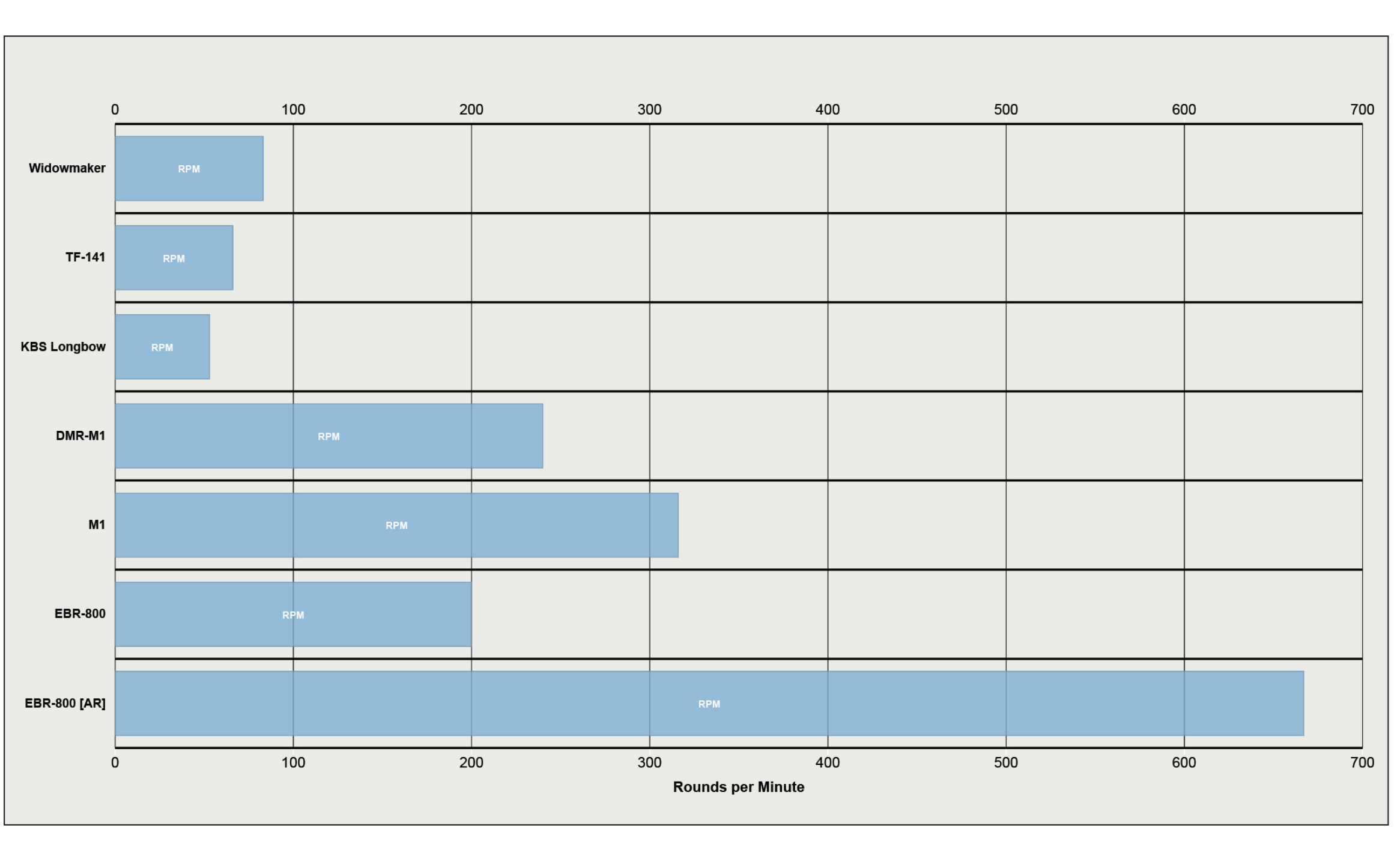
DMR-M1

Semi-auto Ballistic rifle. Updated design retains the top-loading clip while granting moderate stopping power and low recoil. Allows early clip ejection.

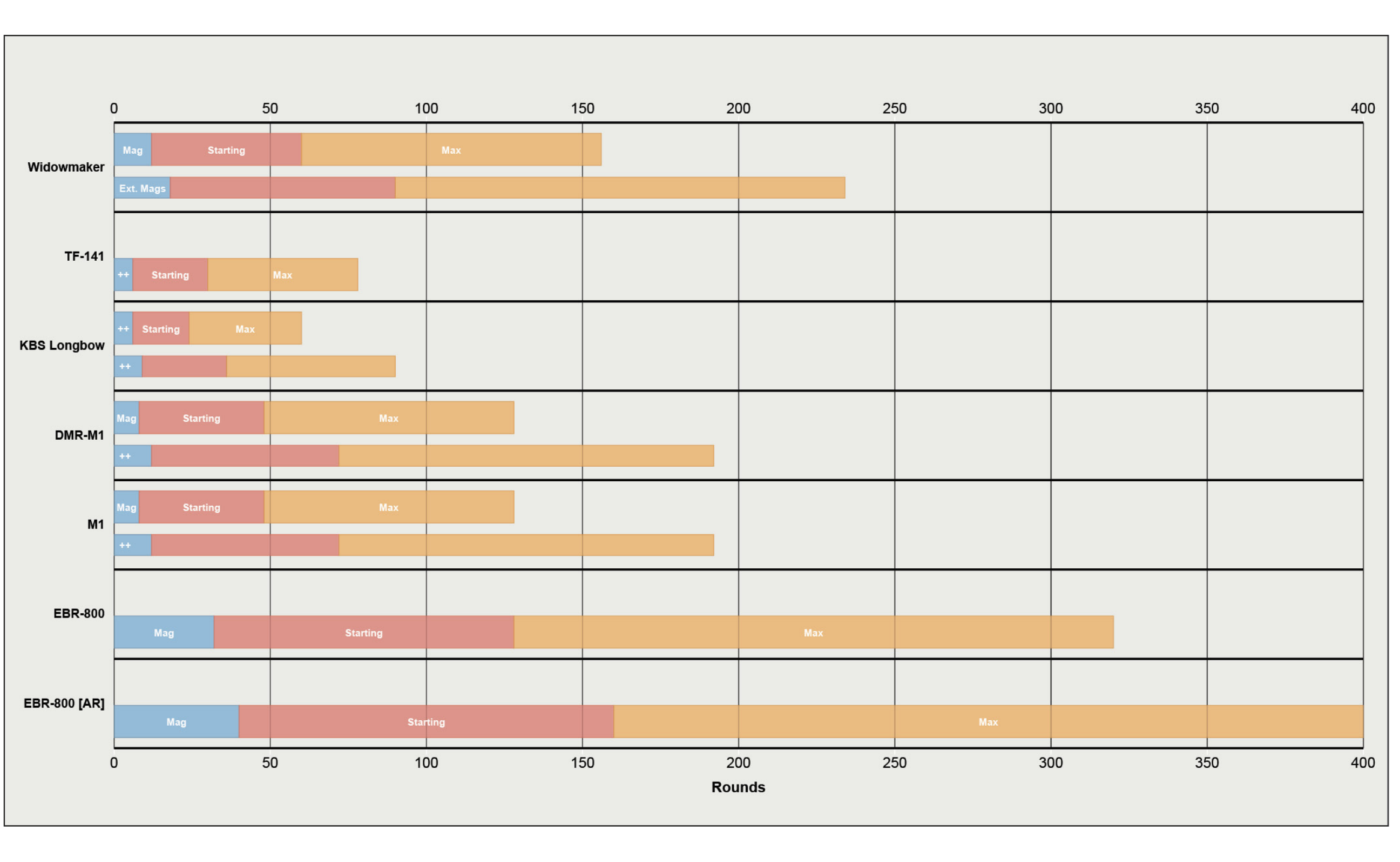
Special Sniper Rifles

KBS Longbow	Perk 1	Perk 2	Rarity
Stasis	Focus	-	Common
Mirage	Scrambler	Presence of Mind	Rare
Fortune	Gambler	Readiness	Legendary
Big Brother	Awareness	Stockpile	Epic
EBR-800	**Perk 1**	**Perk 2**	**Rarity**
Requisition	Stockpile	-	Common
Particle	Jackpot	Readiness	Rare
Purge	Nuclear	Stability	Legendary
Osiris	Hunter Killer	Sharpshooter	Epic
Widowmaker	**Perk 1**	**Perk 2**	**Rarity**
Discipline	Presence of Mind	-	Common
Utopian	Head Rush	Focus	Rare
Fate	Roll the Dice	Stockpile	Legendary
Smoke	SBD	Readiness	Epic
DMR-M1	**Perk 1**	**Perk 2**	**Rarity**
Fanatic	Readiness	-	Common
Summit	Headhunter	Stability	Rare
Stimulus	Refresher	Presence of Mind	Legendary
Spectacle	Reflex	Focus	Epic

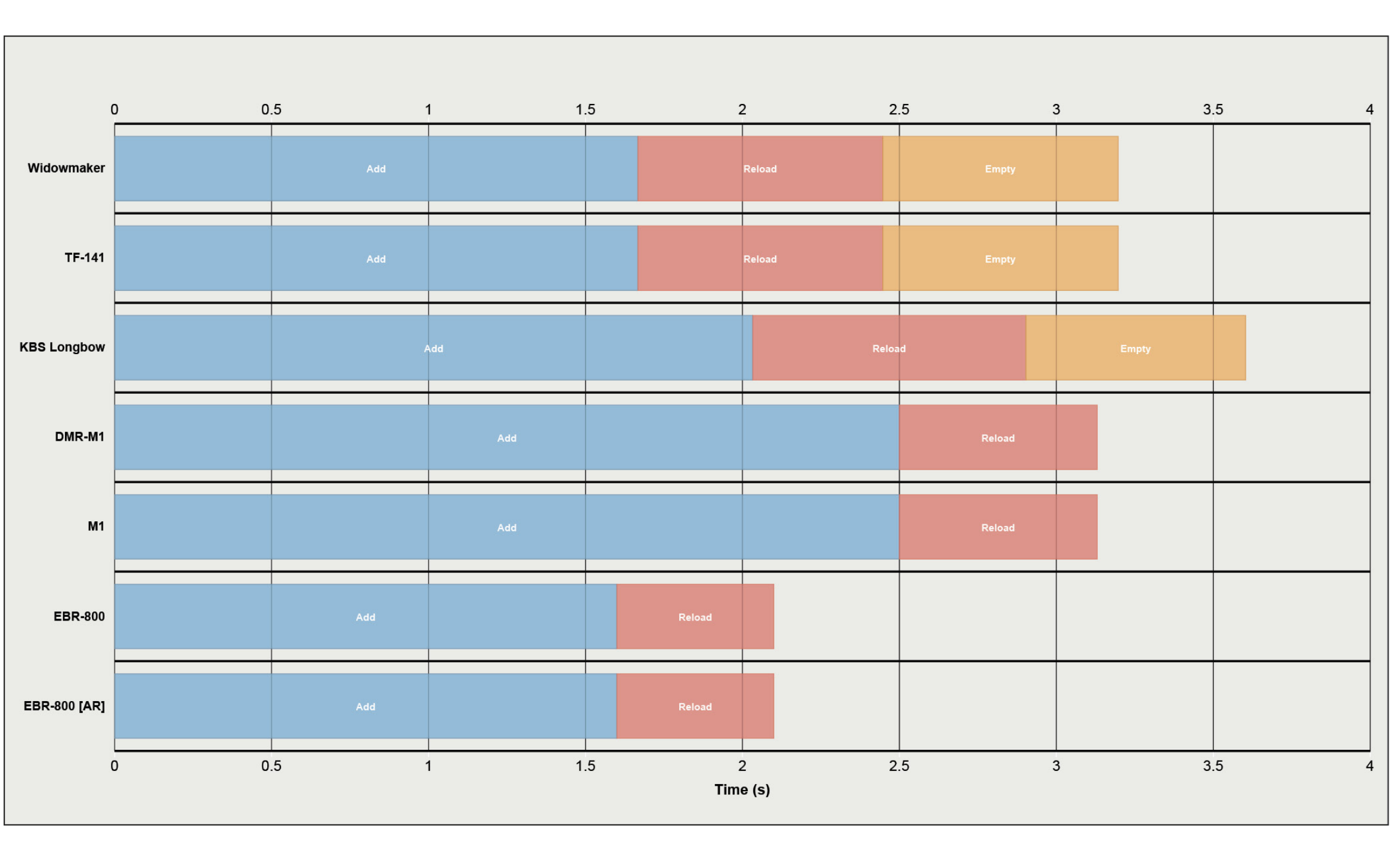
Sniper Rifle Rate of Fire



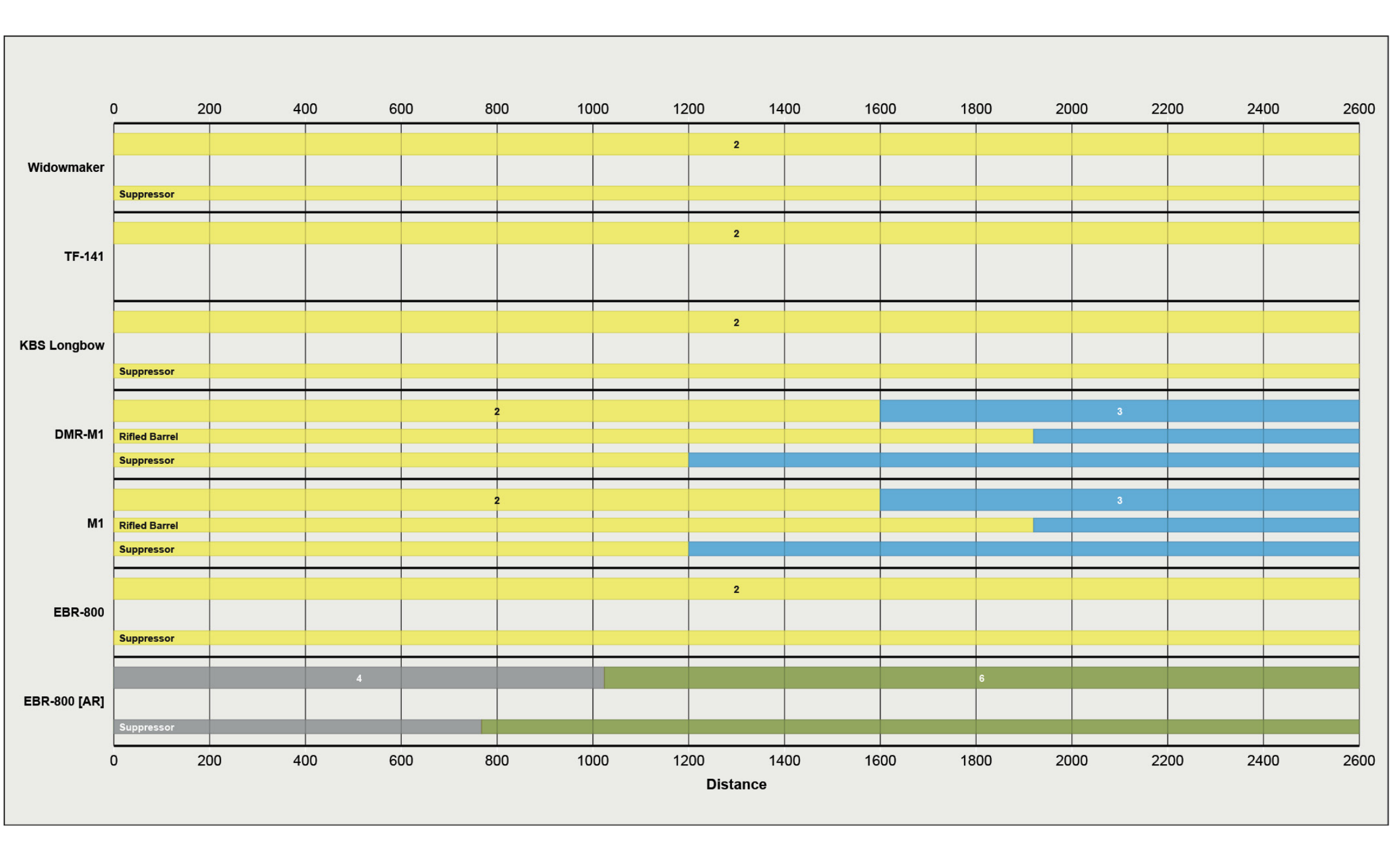
Sniper Rifle Ammo



Sniper Rifle Reload Times

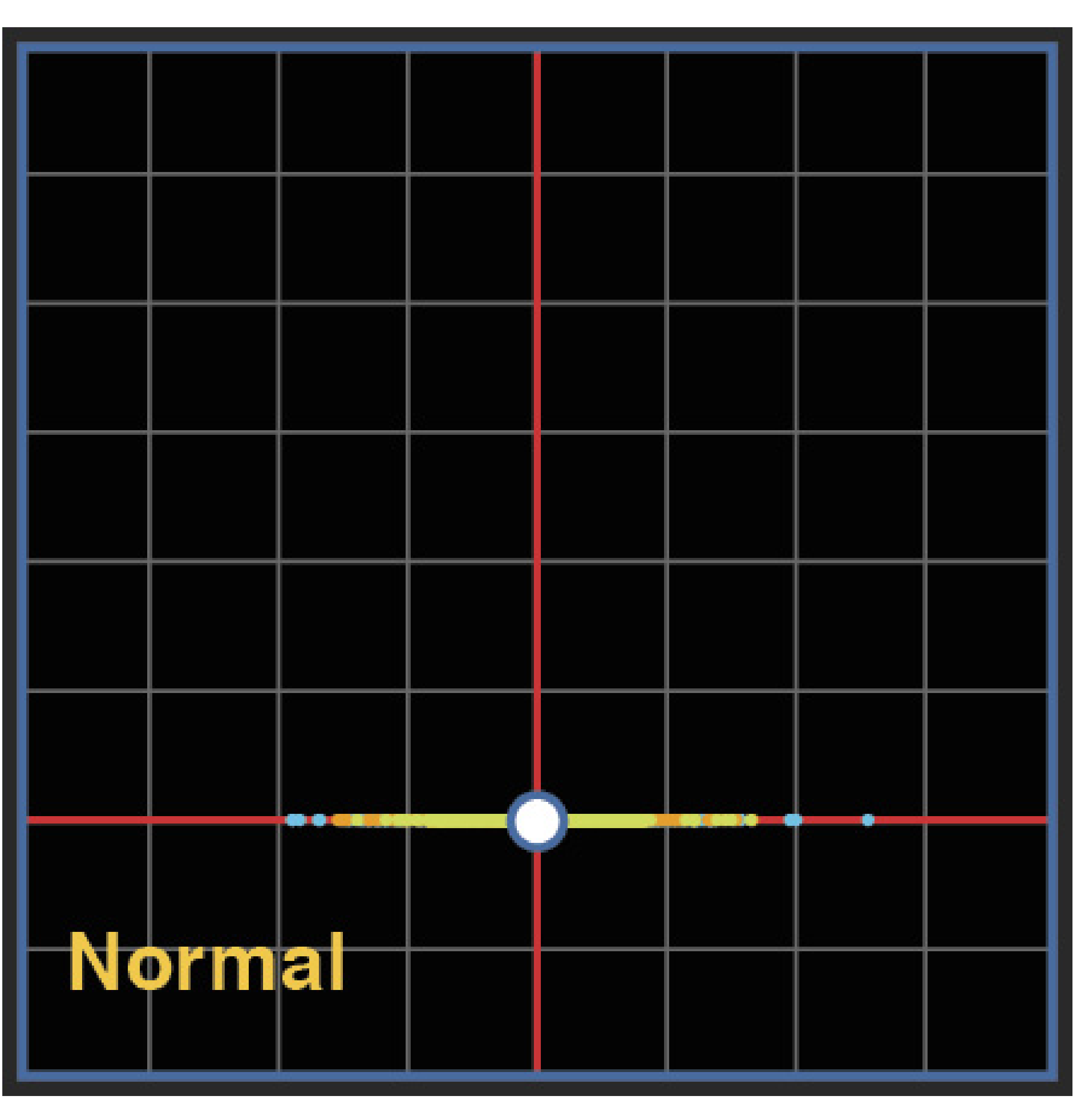


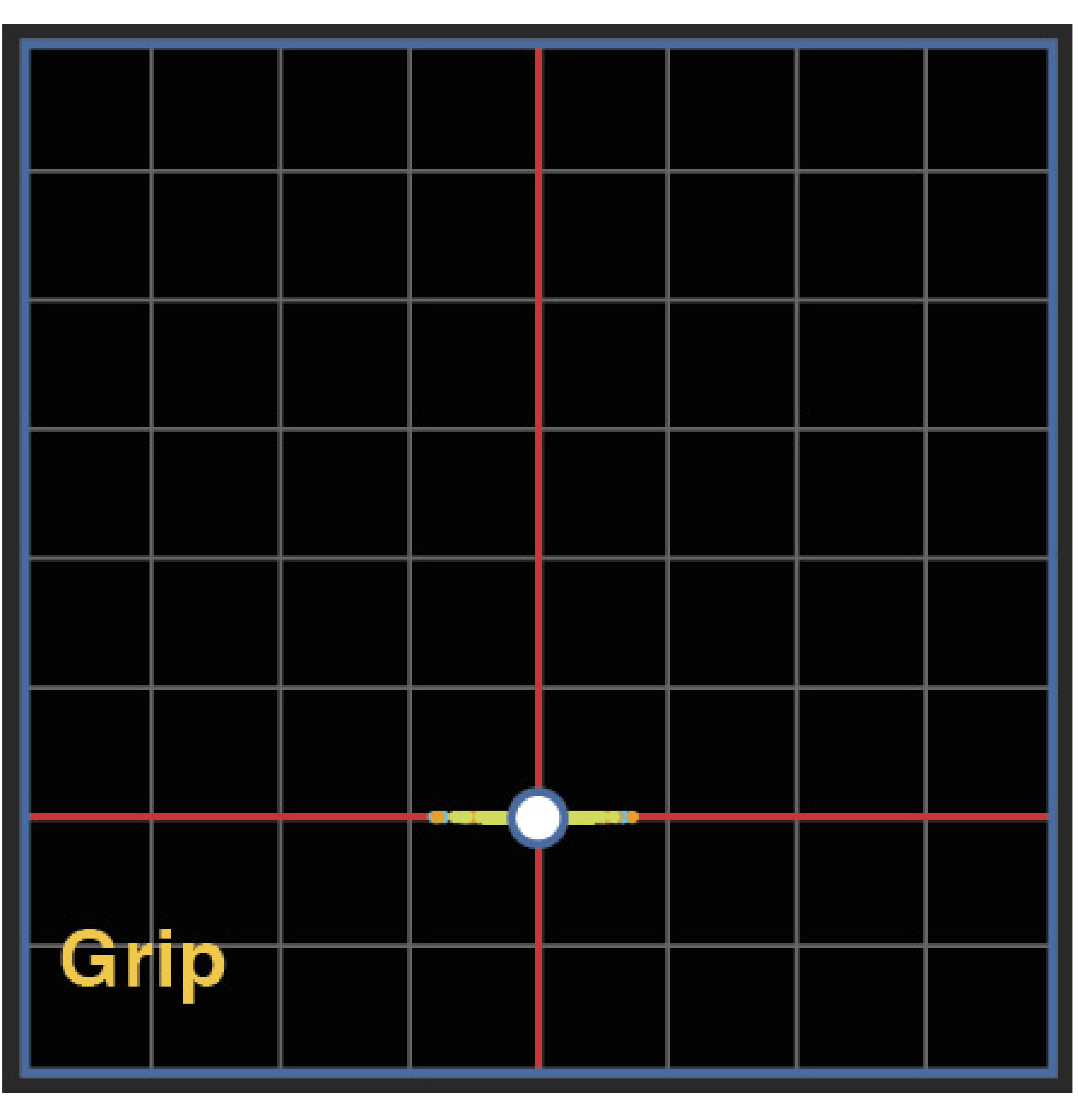
Sniper Rifle Shots to Kill (Body Shots)



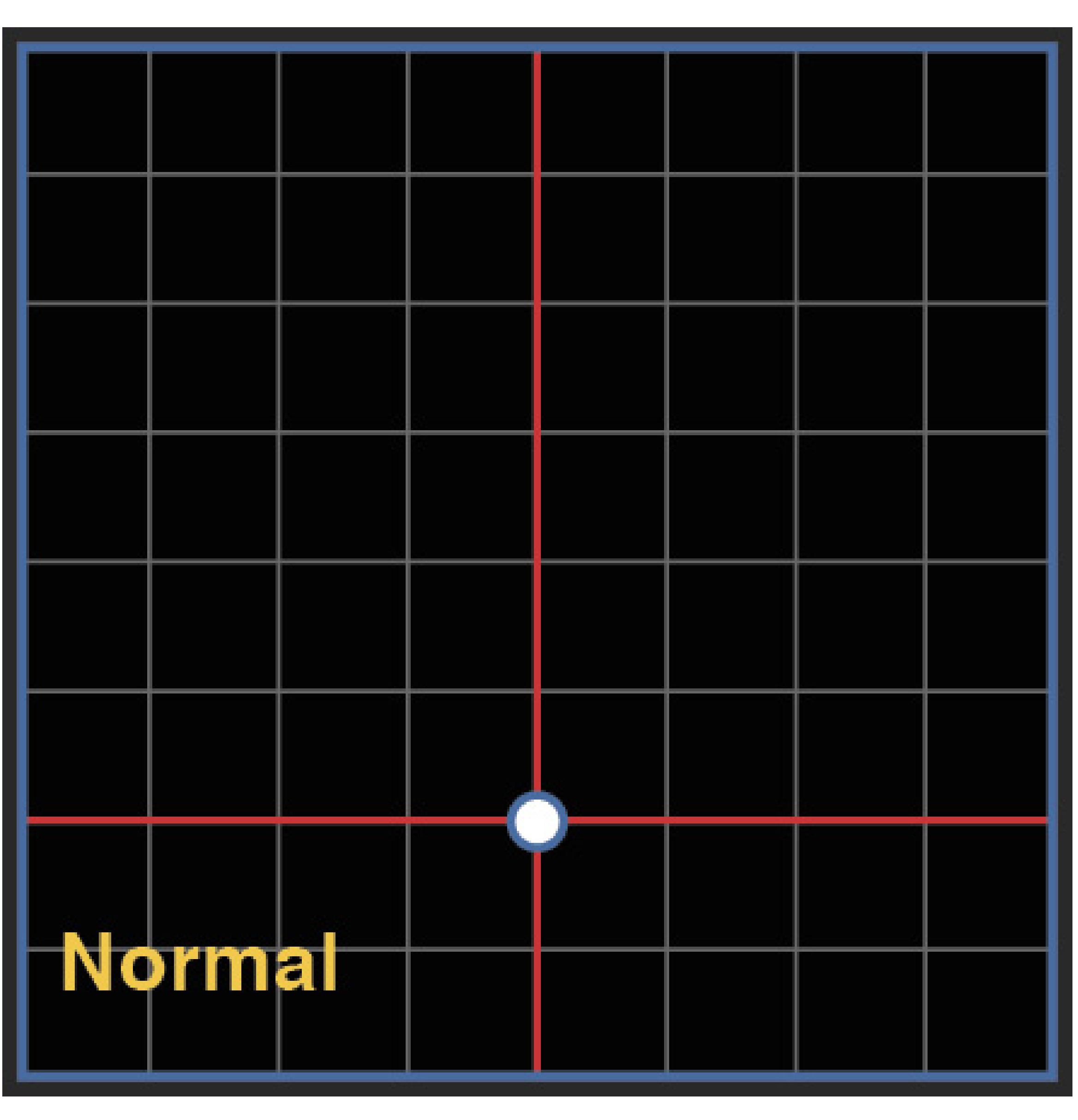
Sniper Rifle Recoil Plots (First Shot)

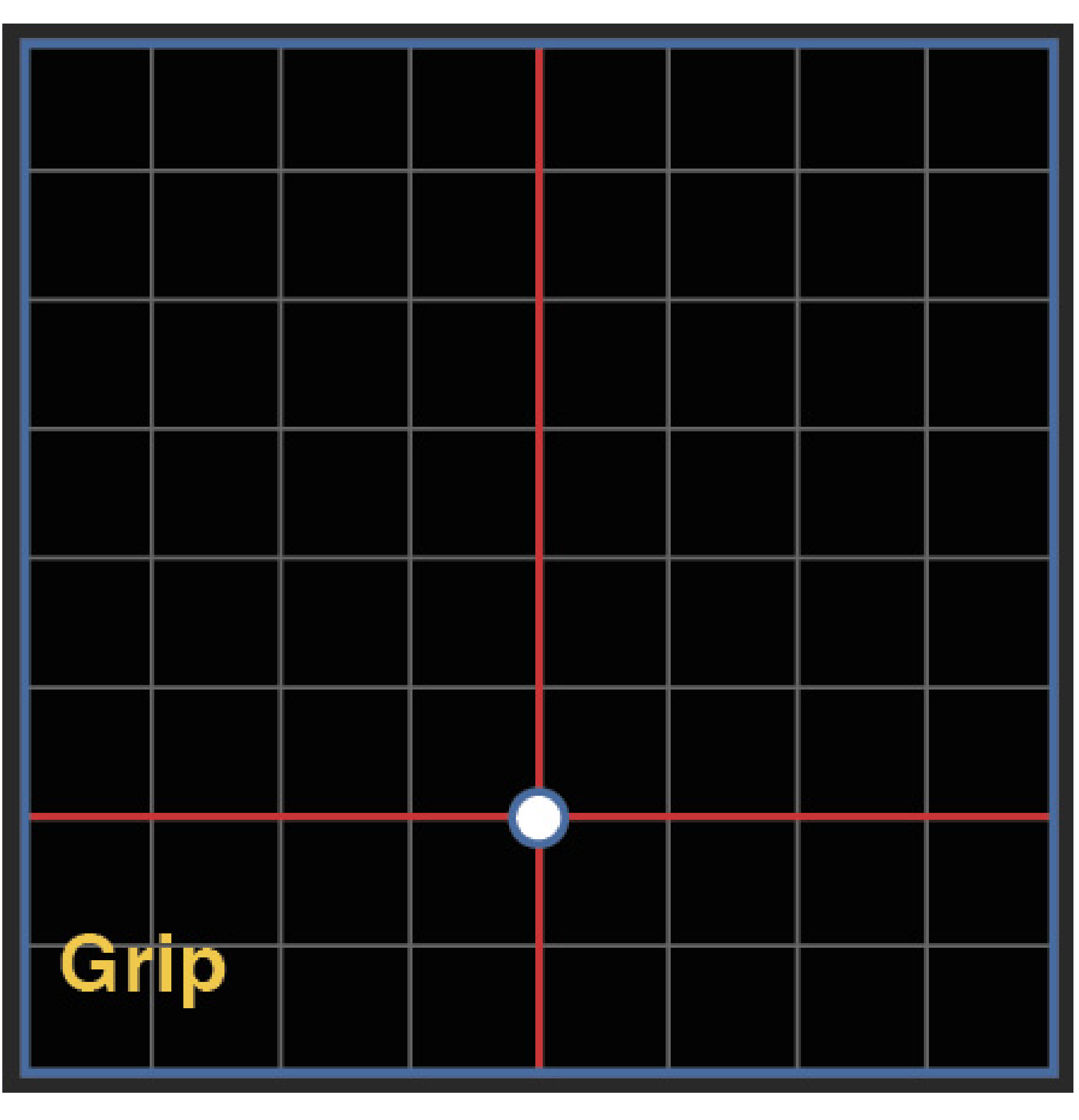
KBS Longbow



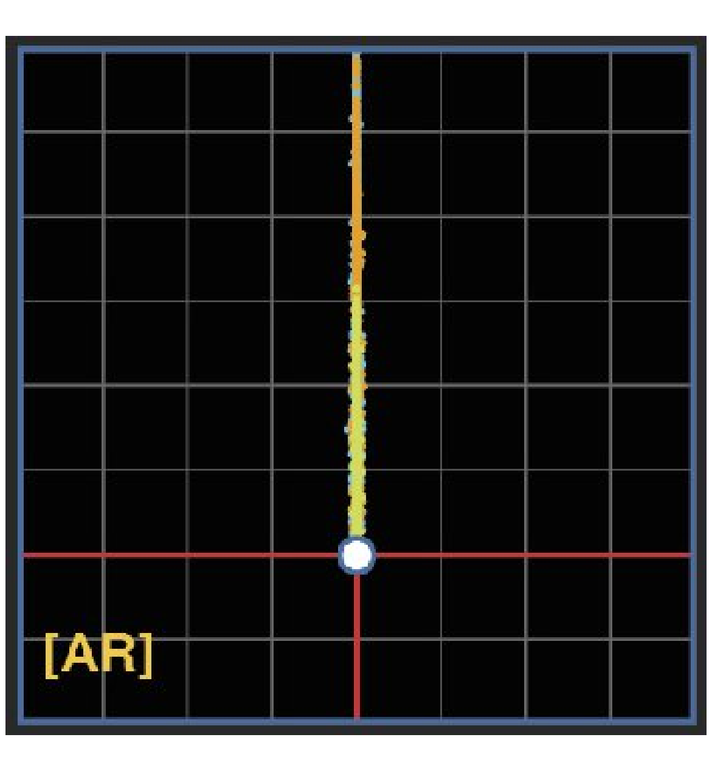


DMR-M1





EBR-800



CALL OF DUTY
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Arsenal

Shotguns

Shotgun Pros

- Lethal damage at short range
- Good mobility and handling

Shotgun Cons

- No range capability
- High risk, high reward

Stopping Power

Shotguns are uncompromising CQC weapons. Like SMGs, they are made for aggressive play, but unlike SMGs, they are essentially useless outside short range, with no realistic means of engaging distant targets..

Shotguns play well on maps with many interior areas and lots of cover, or in objective modes where you know your enemies are going to be forced into short-range combat.

Shotguns also work well if you make very good use of your thrusters. They particularly favor the Synaptic and FTL Rig setups.

Shotgun Notes

- The Banshee and Rack-9 are high-powered pump-action weapons, built for one-shot kills at close range, one with energy attachments and one with ballistic.
- The Reaver is a semi-automatic shotgun with a high rate of fire. If you don't mind mashing the trigger, you can take down enemies from a slightly greater distance with sheer volume of pellets.
- The DCM-8 is a full auto shotgun, but it trades off instant lethality for the ability to hose down multiple targets with ease.

Reaver

Semi-auto Ballistic shotgun. Features a cyclic drum magazine for quick trigger response.

DCM-8

Full auto Energy shotgun. Rapid fire capability is supported by a high-capacity power cell.

Banshee

Pump-action sonic shotgun. Employs a high decibel acoustic driver, yielding balanced stopping power and fire rate.

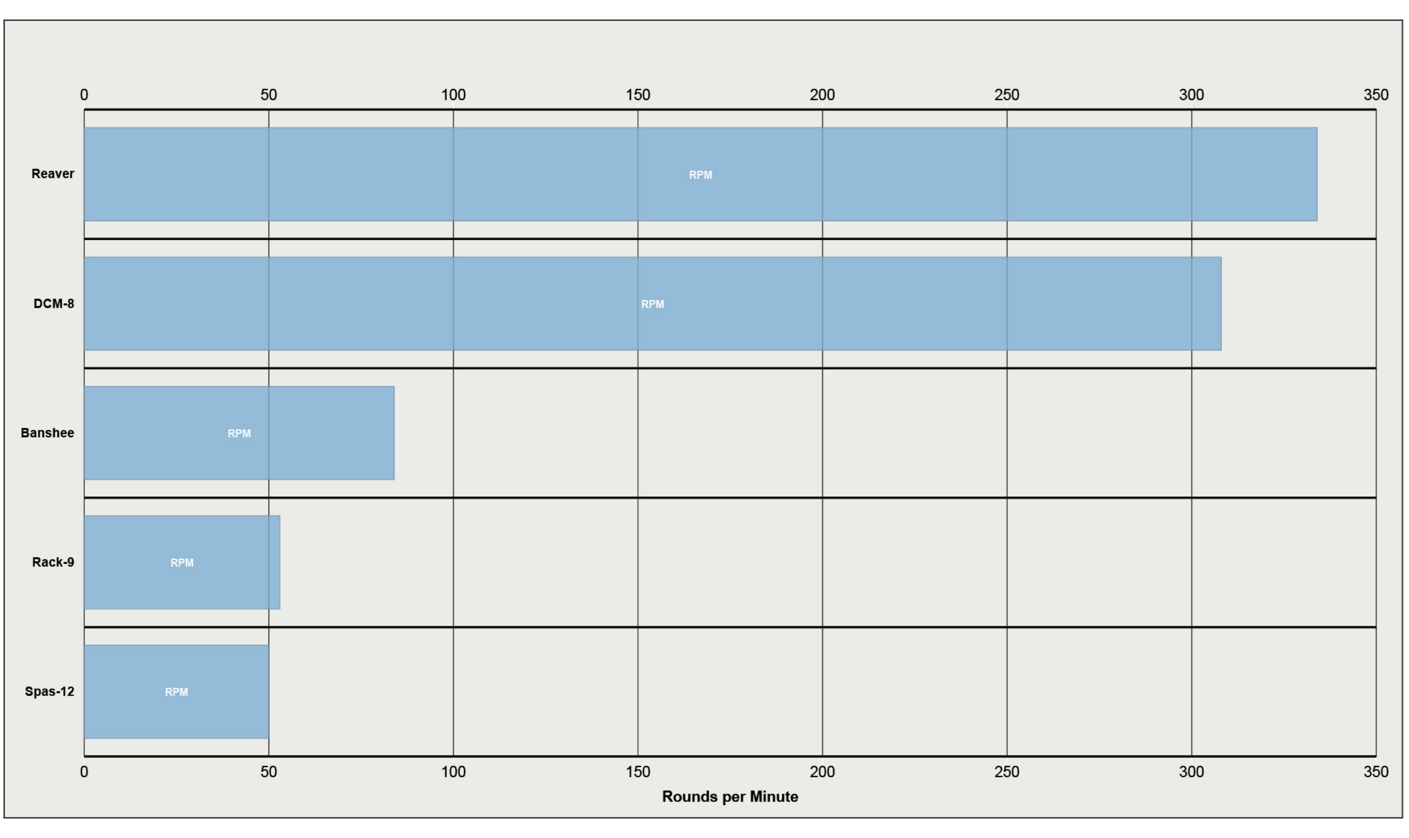
Rack-9

Pump-action Ballistic shotgun. 12-gauge terrestrial ammo provides superior stopping power, while the integrated choke increases ADS accuracy.

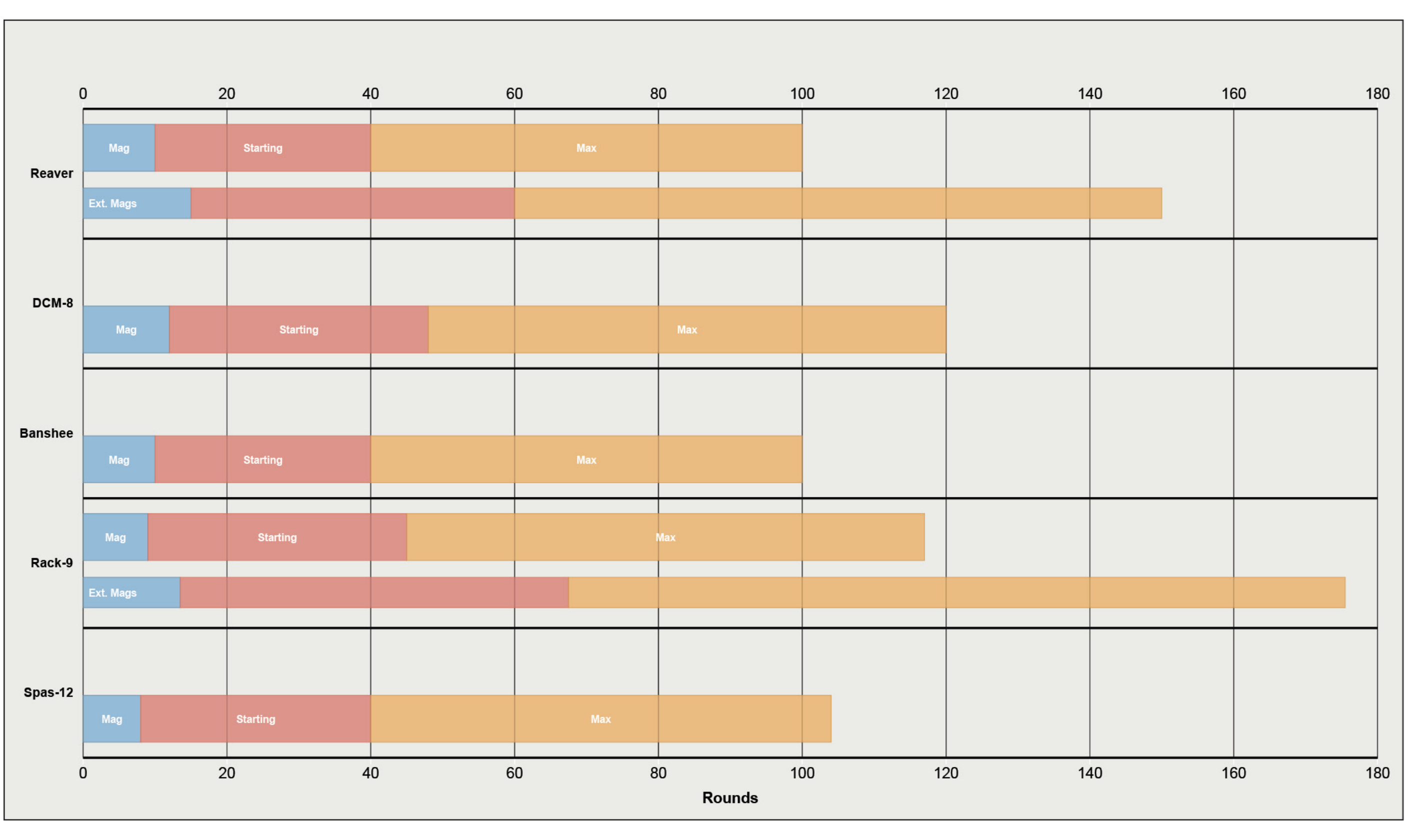
Special Shotguns

Reaver	Perk 1	Perk 2	Rarity
Desolate	Readiness	-	Common
Illusive	Scrambler	Stability	Rare
Reanimate	Refresher	Steady	Legendary
Rodeo	Surplus	Sharpshooter	Epic
Banshee	**Perk 1**	**Perk 2**	**Rarity**
Rocksteady	Stability	-	Common
Expose	Sensor	Steady	Rare
Contract	Hitman	Stockpile	Legendary
Siren	Shockwave	Sharpshooter	Epic
DCM-8	**Perk 1**	**Perk 2**	**Rarity**
Overdraft	Stockpile	-	Common
Contingency	Deathbringer	Sharpshooter	Rare
Purifier	Nuclear	Readiness	Legendary
Masochist	Lifelink	Steady	Epic
Rack-9	**Perk 1**	**Perk 2**	**Rarity**
Guerilla	Steady	-	Common
Ravager	Jackpot	Stockpile	Rare
Godsend	Gambler	Sharpshooter	Legendary
Smoothbore	Slug	Focus	Epic

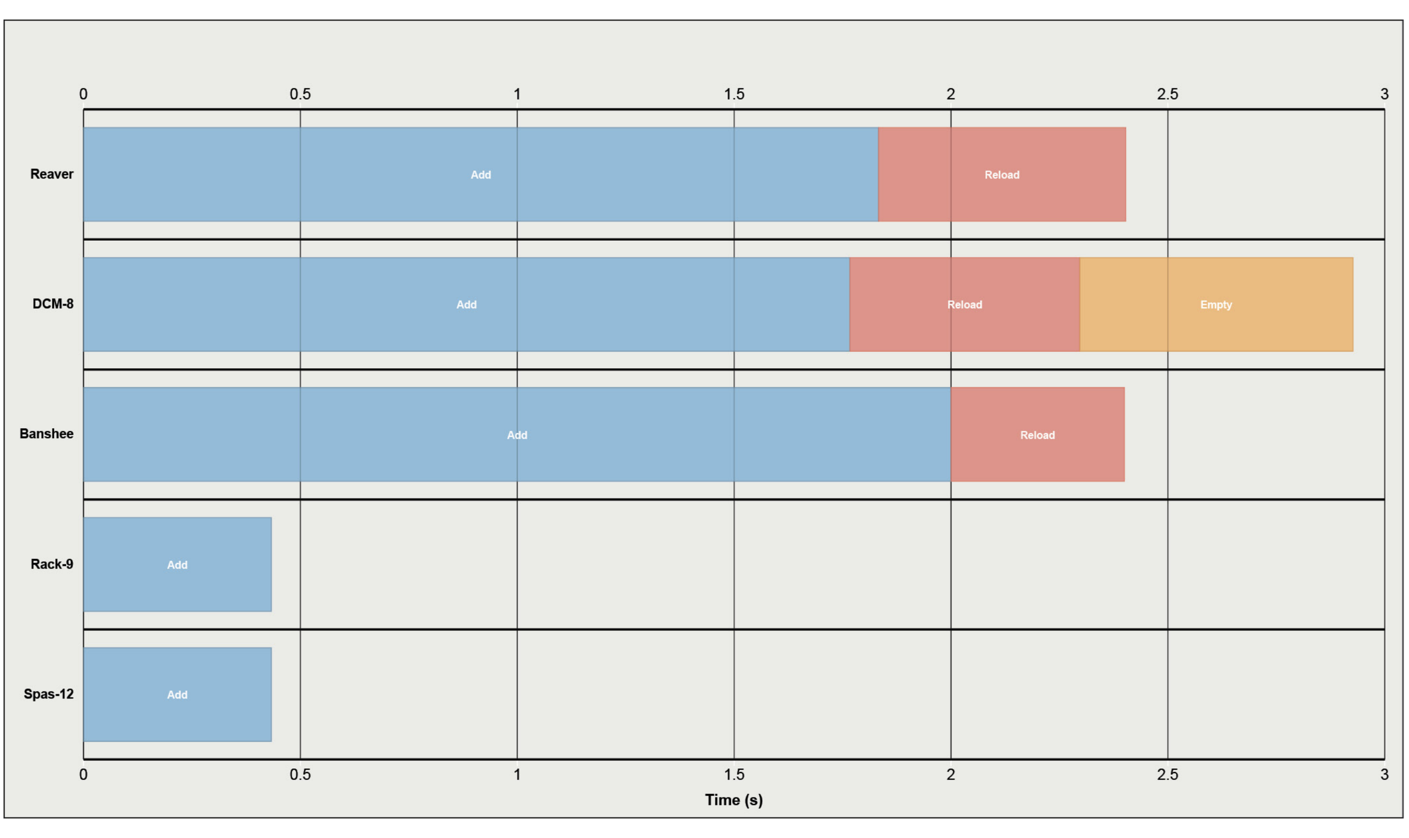
Shotgun Rate of Fire



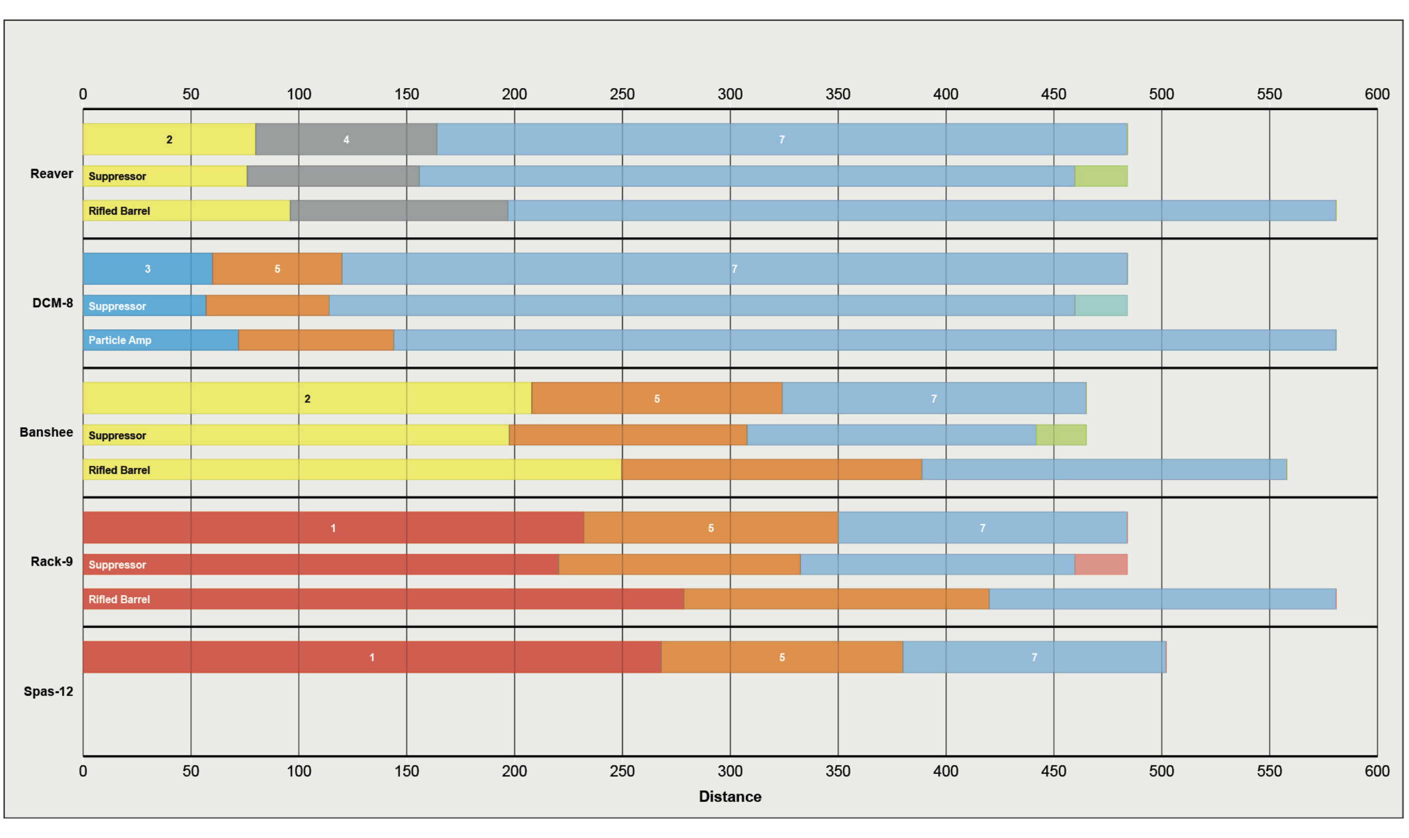
Shotgun Ammo



Shotgun Reload Times



Shotgun Shots to Kill



Classic

Classic weapons are a special set of throwback weapons, each evoking a favorite weapon from past Call of Duty titles.

The classic weapons aren't necessarily any stronger or weaker than other weapons; they're just different. If you spot an old favorite in the list, take it for a spin.

Classic weapons do not have variants like the normal primary weapons. What you see is what you get.

There is one classic weapon for each primary weapon category (except the LMG): a marksman rifle, SMG, shotgun, sniper, and assault rifle.

M1

Semi-auto Ballistic rifle. An old, reliable service rifle with moderate stopping power and low recoil. The top-loading clip must be exhausted to reload.

MacTav-45

Full auto Ballistic firearm. Popular with old earth agencies for delivering high stopping power at range despite a low fire rate.

Spas-12

Pump-action Ballistic shotgun. An esteemed and rugged firearm that trades a slow rechamber rate for incredible range and stopping power.

Intervention

Bolt-action Ballistic rifle. Renowned for superior stability, handling, and unforgiving recoil.

ARX160

Full auto Ballistic rifle. Calibrated for rapid, powerful fire and an integrated grenade launcher.

Handguns

Handgun Pros

- Extremely fast handling
- Effective at short range

Handgun Cons

- Poor at a distance
- Limited ammunition

Trusted Sidearms

Handguns are secondary weapons that fill the role of a close-quarters backup weapon.

Handguns are optional parts of your loadout. You don't have to take a sidearm or any other secondary, but alongside LMGs, snipers, and some ARs, they can be extremely useful.

Handguns have quick swap times and deal competitive damage up close. They aren't a great matchup for a shotgun, and they aren't going to reliably beat every SMG, but they absolutely give you a fighting chance against other CQC setups, and can dominate long-range weapons.

Handgun Notes

- The EMC and LH44 are semi-auto pistols that rely on your trigger finger to drop enemies at close range. They can be fired more slowly for more accurate distance shots.
- The Hailstorm is a three-round burst handgun, capable of downing targets extremely quickly if you land all shots on target.
- The Oni is an unusual full auto sidearm, a pocket machine pistol. The quirk comes from its method of fire. While it is full auto, it fires more quickly over time, so its kill speed increases as you drain the magazine.
- The G18 is a classic weapon that has an absurd rate of fire, and equally absurd recoil. It works great as a close-range terminator, but don't expect to hit enemies effectively at any distance outside short range.

EMC

Semi-auto Energy pistol. Reliably delivers consistent stopping power.

Oni

Full auto Energy pistol. Features a harmonic microcontroller that accelerates fire over time.

Hailstorm

Three-round burst Ballistic pistol. Has a triple chamber stack for rapid three-round bursts.

LH44

Semi-auto Ballistic pistol. Allows ultra-fast trigger cycling in a lightweight mold for increased hipfire control.

Classic G18

Full auto Ballistic pistol. Delivers the highest fire rate and recoil across all weapon classes.

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Launchers

Anti-armor, anti-personnel high explosives.

Launchers are high-powered explosive weapons, primarily intended for crushing enemy scorestreaks and emplaced equipment.

Launchers usually aren't a good choice for general-purpose loadouts, except for objective builds where you intend to use the P-LAW or Howitzer for clearing objective points.

LAUNCHER AMMO

Launchers cannot normally be reloaded; once expended, they're done.

The one exception is the Synaptic Rig's Rewind payload. Activating it rewinds you in time a bit, but it also has the effect of restoring your ammo—and this applies to launcher ammo, as well!

This is something to keep in mind if you're using explosives heavily on an objective bombardment loadout.

Spartan SA3

Lock-on launcher. Primarily anti-air with an optical smart lock, but can be dumb fired.

The Spartan is the main anti-air launcher in the game, and should be your go-to weapon for knocking UAV support out of the sky, or destroying the Warden, AP-3X, or R-C8. It is also quite useful for destroying the Shock Sentry if you're running Blind Eye or using Smoke Grenades.

It is possible to destroy an enemy AUAV, but you really need two players with Spartans both firing on it the instant it comes online, which can be tough to coordinate unless you're in an organized group. It is possible to destroy one solo, but you need to be fast.

The Spartan can also be dumb fired, which gives it an extra role for tackling enemies in clustered groups, narrow spaces, or camping in windows.

P-LAW

Charged Energy launcher. Deploys volatile plasma charges that explode for extreme splash damage.

The P-LAW is a direct-fire launcher, good for taking out enemies or equipment if you have a clear line of sight.

Unlike the Spartan, you can't get a lock, so it's a poor choice for anti-air, and because it has a charge time, it's not a good choice for combat out in the open.

However, if you pre-charge the P-LAW and poke around hard cover to fire the blast, you can inflict some serious damage without exposing yourself to much risk.

Howitzer

Grenade launcher. Launches quick, deadly projectiles that explode on impact.

The Howitzer is your second straight explosive option, and unlike the P-LAW, it fires its projectiles in an arc, which allows you to fire them over cover, a trick the P-LAW isn't quite as adept at.

The Howitzer works quite well for lobbing explosives into objective areas and tight rooms. It takes a bit of practice to learn the angle you need to fire shots, but it's a fairly easy skill to master, and you can practice in a private lobby with some friends if you want to figure out where you can "mortar" shots across the map from behind cover to hit key objectives.

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Melee

Up close and personal.

Combat Knife

CQC tactical knife. Standard military issue, employed for fast, quiet, and deadly wetwork.

The Combat Knife is a special secondary that takes the place of your normal melee strikes, transforming them into instantly lethal one-shot kill attacks.

Because you must have the combat knife in hand to take advantage of its offensive power, it requires a bit of thought and preparation to use it effectively. If it’s not already in hand when you enter a CQC space, it’s not going to do you any good.

The Combat Knife has the advantage of being completely silent, and you can potentially defeat some CQC weapons if you happen to literally run into them at point-blank range, but it is not at all a good choice if you have to close the distance against an alert opponent.

Stick to stealthy loadouts and aggressive flanking, or use it as a defensive tool where you lie in wait to ambush an enemy who thinks they are sneaking up on you around a blind corner.

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Attachments

Overview

Attachments allow you to personalize and customize your weapons, modifying them to best suit your tastes, and to perform more effectively in a variety of combat situations.

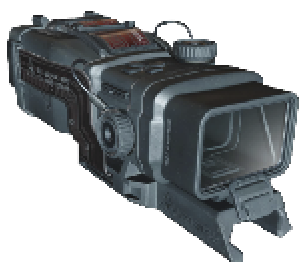
All attachments provide some form of benefit for your weapon, either improving its performance outright, or making it easier for you to personally handle.

Choosing attachments for your weapon comes at the cost of other equipment and perks for your loadout, so put some thought into what you take. There's nothing wrong with taking a heavily customized weapon into battle, but giving up perk muscle or equipment suitable for a specific objective mode is a real trade-off.

Reflex

Precision red dot sight.

The most basic of all optics, the Reflex provides a simple housing for a plain dot sight. Easy to use, the Reflex is a good choice for any medium-range engagements, where the scope helps to frame your target cleanly.



Scout Hybrid

Range Increasing Combat Optic with enhanced zoom.

The Scout is an effective ranged scope, giving you superior zoom over the Reflex, as well as the ability to make use of side-mounted ironsights on your weapon.

This gives you the flexibility to have a clear view of the battlefield and lower zoom level with the irons, or a higher level of magnification for more distant targets.

VMC

Variable Magnification Compensator sight. Hold Weapon Switch to toggle between zoomed/recoil-stabilized and normal fire modes.

The VMC is a flexible hybrid sight, capable of zooming in and slightly reducing recoil.

Keep in mind that while the VMC is flexible, you can easily get yourself into trouble if you have the wrong zoom level selected when you engage an enemy at close or even medium range.

Pay careful attention to your surroundings, and where you expect to encounter enemies, and make sure you have the correct scope selected *before* you expose yourself to enemy sightlines.Compared to the Scout, the VMC has slightly more zoom than the Scout's ironsights, and slightly less zoom than the Scout's primary sight.

Experiment with both hybrid sights to determine which you prefer. Both give you the flexibility of fighting at close-medium to medium-long distance with a comfortable field of view, but the differences in their appearance make selection a matter of personal preference.

Trojan

Tracking optic that outlines enemies, even through smoke.

A powerful awareness assisting sight, the Trojan highlights enemy targets, picking them out of darkness or obscuring cover.

The Trojan does have a relatively limited view compared to some of the other optics, and the Cold Blooded perk can nullify its highlighting capability.

Those minor weaknesses aside, the Trojan is a very powerful sight to use on weapons you intend to fight with at medium to long range, *especially* on maps with poor visibility or many darkened vantage points for shooters.

Thermal

Magnified optic that shows enemy heat signatures.

The Thermal sight outlines enemy heat signatures, giving a bright appearance to any target in view. Distinct from the Trojan, the Thermal sight affords a brighter highlight, but it also provides a more significant zoom.

The Thermal sight works best if you intend to fight only at medium to long range. It is difficult to use at shorter distances, so stick to marksman weapons when using it.

ELO

Emitted Light Optic with a floating, illuminated reticle.

The ELO is the cleanest and most open of all the optics. With a floating point and no obscuring housing, it is even clearer than the Trojan.

The ELO isn't a good sight for long-range combat, but if you prefer using an optic to iron sights, it's excellent for CQC and short to mid-range engagements.

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Variable Zoom

While scoped in, press the Right Analog Stick to adjust between three different zoom levels.

An upgrade to the basic sniper scope, the VZ sight provides the ability to adjust your zoom level. This is perfect for giving you exactly the right eyes on your target zone.

Like the other adjustable sight, be careful about cycling zoom levels if you're expecting an active engagement. Try to get your sight lined up and at the proper zoom before you have to deal with hostile targets.

Tracking Chip

Range Increasing Combat Optic with enhanced zoom.

The sniper version of the Trojan sight, this provides a straight visibility upgrade against targets lacking Cold Blooded, in dark areas or behind tall cover.

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Smart Shot

Integrated IFF system that guides pellets to target while aiming down sights.

The most unusual sight in the game, the Smart Shot sight provides target tracking *and* pellet lock-on for your shotgun.

While ADS at a target with the Smart Shot equipped, dots representing each of the pellets from your shotgun track and then lock on to the target.

If you fire when all of the dots are locked on, your pellets are guaranteed to hit.

Note that **this does not guarantee a kill**. If you are outside the lethal range for your weapon, the pellets will hit, but they won't deal enough damage to score the kill.

You can use this sight to absolutely guarantee a killshot if you sneak up on an unsuspecting target, or land a full damage blast against a jumping enemy that you are tracking, but be wary of using it to lock on to an enemy who is actively engaged with you. The time it takes to lock can easily get you killed.

Foregrip

Vertical foregrip that reduces recoil.

The Foregrip attachment helps reduce the spread of your weapon very slightly. In general, you should take this attachment only on weapons you plan to use at medium range or longer, particularly weapons with unruly kick.

At shorter distances, minor bullet deviation is rarely an issue, and as you need to be ADS to get full benefit from the Foregrip's visible recoil reduction, you won't always be using it when hipfiring at close range.

Quickdraw

Custom grip for fast Aiming Down Sights.

Quickdraw is a powerful attachment for any CQC build. If you expect to engage enemies at close to close-medium range regularly, you want to take Quickdraw.

While the advantage amounts to fractions of a second, *any* edge you can get in close-range firefights that are lethal almost instantly is a benefit.

Quickdraw also makes weapons *feel* slightly nicer to use, although this usually won't actually help you in most medium- to longer-range engagements.

Stock

Increases maneuverability while aiming down sights.

A powerful attachment, the effect seems simple, but the impact on your opponent's ability to track you while you are ADS is significant.

For this reason, Stock is recommended on any build where you plan to engage in close-medium to medium-long-range firefights regularly.

At very short distances, the movement increase is rarely relevant when hipfired shotguns and SMGs are a threat. At very long ranges, your relative movement is still fairly easy to track for someone with a sniper or LMG.

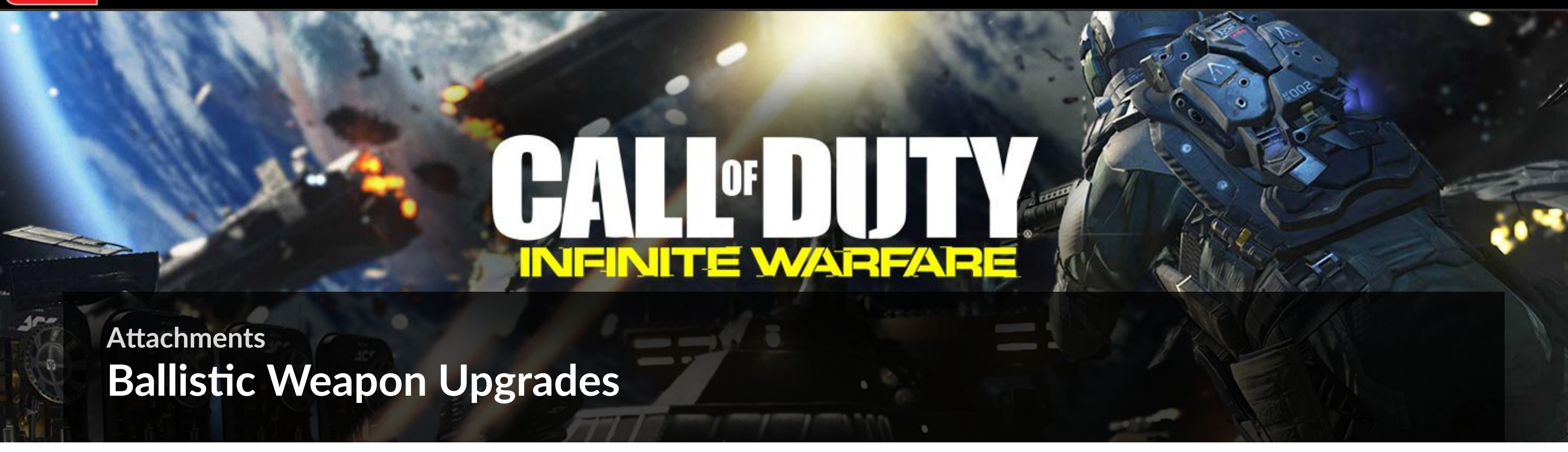
Laser Sight

Reduces bullet spread when firing from the hip.

A useful attachment for CQC, and can be useful on some weapons even out to close-medium range.

The Laser Sight is also useful if you are a very jump-happy player. If you make heavy use of your Rig's thrusters to jump over your enemies' heads constantly, the Laser Sight can help keep your hipfired shots on target while you're rocketing around the map.

This seems like an obvious attachment for shotguns, but because it tightens the spread, this can actually make you miss a shot you might have otherwise hit if you were slightly off target. And because most shotguns take more than one shot to kill anyway, you often care more about getting *any* pellets on target more than hoping for a guaranteed one-shot kill. (At truly close ranges, you're going to score lethal shots with the pump shotguns almost regardless of where you aim).



Suppressor

Invisible on radar when firing and reduces muzzle flash. Shortens effective damage range.

This classic attachment has not decreased in power one bit over the years, and even in the far future of *Call of Duty*, it remains a strong and useful attachment for aggressive builds.

By removing your minimap signature when firing, you can operate in close proximity to the enemy team more effectively and safely, and this can score you extra kills, and save you from retaliatory ambushes.

The Suppressor is strong, but it is *not* a great choice if you're planning on keeping your enemies at arm's length.

Make use of the Suppressor for rushing SMG classes, or if you're playing very aggressively with an AR.

Rifled Barrel

Increases stopping power at long range.

The Rifled Barrel extends the effective range of your weapon by reducing damage falloff. Normally when you fire at a distant target with most weapons, you deal less damage. The Rifled Barrel extends the range your weapon deals its full damage slightly.

Note that this attachment does not *increase* the damage your weapon does. It simply allows you to deal your full damage potential out to a slightly greater distance.

FMJ

Increases bullet penetration and damage against equipment.

FMJ rounds' primary use is destroying enemy scorestreaks, though it can also be helpful against a handful of equipment items or specialist abilities that "create" equipment on the battlefield.

It's a good idea to keep one custom class around that has the Blind Eye and Engineer perks, Smoke Grenades, and an FMJ-equipped LMG. Using this loadout, you can quickly wipe out enemy equipment and streaks with little chance for them to retaliate against you effectively.

FMJ also provides superior penetration through thin walls. Normally piercing light cover reduces the damage you deal, but FMJ rounds can ensure you keep the bulk of your damage intact when you're firing at an enemy in cover.

Extended Mag

Each mag holds more ammo.

A straightforward attachment, Extended Mags give you more staying power during a multi-target engagement (or a single-target one, if you're either having a bad day with accuracy or just want to keep a target suppressed behind cover longer).

To get the full benefit from Extended Mags, *don't* always reload after a single kill. Odds are there's a second enemy nearby, and you easily have the ammo to take down a second (or third) enemy when using larger magazines.

The Extended Mag is one distinct difference between Energy and Ballistic weaponry. Energy weapons do not have Extended Mags; see the Fusion Mag attachment instead.

Hollow Point

Increases headshot lethality.

Hollow Point gives you the ability to kill players more quickly *if* you land headshots.

In practice, this tends to do two things: it rewards extreme accuracy at a distance, and it gives you the chance to score random faster kills at short ranges.

Occasionally when hipfiring at close range, you may score a lucky headshot and win a firefight you might not have. And likewise, at medium ranges, it's not uncommon to get hit by an enemy and have the flinch knock your shots right into their face.

Either scenario can result in a decisive win in an otherwise even firefight, especially if you are using a weapon that needs very few shots to kill in the first place.

If you're a crack shot at a distance, Hollow Point can speed your kills slightly, giving you an edge against players in predictable cover where you can pre-aim at their heads, and helping you take down targets that might have escaped gravely injured without Hollow Point.

Energy Weapons Upgrades

Faraday Slug

Increases headshot lethality.

The Energy equivalent to Hollow Point.

Fusion Mag

Enhances energy ammo recharge rate, even when stowed.

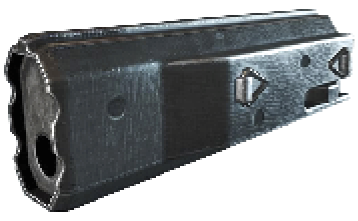
The Energy analog to Extended Mag. Instead of larger magazines, you get effectively *infinite* magazines. Energy weapons regenerate ammunition in the active mag by default, but Fusion Mag essentially doubles this rate.

This sounds great on paper, and it is quite useful, but keep in mind that the rate of regen is slow enough that it tends to favor slower firing and longer-range weaponry.

Close-range bullet hoses, like an energy SMG, tend to drain ammo too quickly for you to reliably expect the Fusion Mag to keep up with the demand.

However, it is better to have a regenerating SMG in your pocket while you fight with a pistol or stolen weapon than no ammo whatsoever. If you aren't interested in running the Scavenger perk, Fusion Mag can provide a viable alternative.

In general, the Scavenger perk can provide you with more than enough ammo, but it favors more aggressive builds. If you want to keep your distance, Fusion Mag is more useful, because there's no need to expose yourself to risk to pick up Scavenger packs. You can simply hang back and let your Fusion Mag top off your ammo between kills.



Supressor

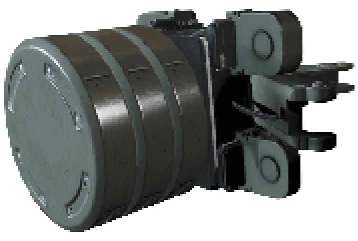
Invisible on radar when firing and reduces muzzle flash. Shortens effective damage range.

The Energy equivalent to the Suppressor.

Particle Amp

Increases stopping power at long range.

The Energy equivalent to the Rifled Barrel.



Ram Servo

Creates additional reflections on energy shots. Increases damage against equipment.

The Ram Servo is functionally identical to FMJ when it comes to tackling enemy scorestreaks and equipment, but instead of a bonus to cover *penetration*, the Ram Servo instead gives your particle shots enhanced ability to ricochet off walls.

This can be effective in tight quarters, where bouncing bullets might score you a few free kills that you might not have secured otherwise.

Trying to intentionally make use of the Ram Servo to get kills is possible, but *very* ammunition intensive, so make sure you have the Scavenger perk, Rewind trait, or Fusion Mag attachment to deal with the ammo drain if you plan to actively go for ricocheting kills.

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Ballistic CPU

Reduces sway when aiming down sights.

A straightforward and useful attachment for sniper rifles, the Ballistic CPU is particularly good for taking snapshots at medium distances where you may not have time to fully line up and hold your breath before the shot.

The Ballistic CPU can reduce the sway enough that your first shot is closer to the target than it would be otherwise, which can help land shots you might miss without it.

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Attachments

Shotgun Attachments

Speaker Amp

Extends stopping power range.

This is the Sonic Shotgun equivalent to the Rifled Barrel.

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Pistol Attachments

Auto Sear

Converts the gun into a full-auto weapon.

Transforms your pistol to full-auto.

Akimbo

Hipfire two weapons.

The Akimbo “attachment” lets you dual wield pistols, firing from both hands. This gives you tremendous close-range firepower, but eliminates your ability to ADS, has poor accuracy, and drains ammo at a rapid pace.

If you want a sort of pocket “shotgun” for your LMG or sniper classes to fight off SMG users, an Akimbo-engaged pistol can serve you well. Just don’t go getting into firefights in the open with it.

Equipment

Overview

Equipment consists of usable grenades and tools, the majority of which are single use. You can carry up to four such items, at most two each from the Lethal and Tactical categories.

The first Lethal or Tactical you equip consumes one of your class creation points, but the second takes two, so only double up if you're going to get maximum use out of carrying an extra item...

The Warfighter Rig's trait Resupply comes in handy for any equipment-focused build, giving you the ability to resupply your Lethals and Tacticals from enemies killed with non-explosive weaponry.

Likewise, the Stryker Rig's traits and Centurion super are all useful for an equipment-focused class.

When you're fighting against heavy enemy equipment usage—particularly in objective modes as an objective focused player—.the Engineer, Blast Shield, and Tac Resist perks are all useful.

AMBIDEXTROUS

With the prevalence of dual-wielded weaponry and .off-handed equipment usage, your future soldier is quite skilled with making use of both hands at all times.

One interesting and cool touch in the game: if you are using a weapon that requires both hands to rechamber between shots (say, a bolt-action sniper or a pump-action shotgun) and you are holding a grenade in your off hand (whether to cook it or to time a toss), you *cannot* finish the reload until you release the grenade.

You can put equipment that isn't cookable away by tapping the Weapon Swap button, or release it and you automatically finish reloading the weapon.

This is a pretty edge-case situation, and not something that's likely to interfere with you in combat. Mostly, it's just a nice detail!

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Equipment

Lethal

Cluster Grenade

Cookable grenade that explodes in a series of smaller blasts.

- Cookable, Bounces

Cluster Grenades detonate after a short time, releasing a shower of submunitions that detonate. The resulting explosion covers a wide area, and can easily take down targets in confined spaces.

In open spaces, if you cook the grenade before throwing it, you can create a massive airburst, capable of killing targets hiding in windows or in midair, or multiple targets clumped near an objective.

Despite the multiple bomblets released by the Cluster Grenades, they are an oddly precise weapon because they don't detonate on impact. To get the most benefit from them, you need to learn to time the release of the grenade so it detonates when it nears your desired target.

The downside to this is the time it takes. You can very easily be shot and killed while cooking any grenade in the open, so try to cook behind cover, and only pop out briefly to throw. With practice, you can learn the timing needed to hit any target in range of your throw.

It is possible to "spike" a Cluster Grenade and create a wall of explosions, potentially useful in narrow hallways or if you know you are being pursued.

Plasma Grenade

Sticky grenade that sprays burning plasma in all directions.

- Impact Trigger, Sticky

Plasma Grenades release a shower of hot plasma on impact, burning and quickly killing anyone caught in the blast radius.

Plasma Grenades detonate on impact, and they stick to players (always fatal, if you can manage it). This quick release makes them preferable to Cluster Grenades for aerial denial, both because they detonate instantly and because the burning plasma makes it difficult, dangerous, or impossible for enemies to move into the covered area.

You can use the plasma field to block a narrow hallway or cover an objective, but be aware that in the open, enemies can simply jump over the blast zone.

Because you can't cook Plasma Grenades, and due to their method of detonation, they aren't a great choice to use against highly mobile targets or most enemies on elevated terrain above you.

Seeker Grenade

Autonomous sticky grenade that seeks out nearby enemies and explodes.

- Seeking, Sticky

Seeker "Grenades" are really small explosive drones that automatically seek out nearby hostiles and detonate when they get in range.

These drones can be tossed a short distance, before landing and then pursuing nearby enemies.

They have a short pursuit distance and a fairly small blast that can be evaded by quick jumps, but they are lethal against unaware enemies or foes clumped in tight spaces with poor visibility against the scuttling bomb.

Seeker Grenades stick to enemies who are hit directly, but they bounce off walls and only begin actively seeking enemies when they come to rest on the ground.

Trip Mine

Magnetic trip mine that detonates when an enemy interrupts the beam.

- Wall-sticky

Trip Mines are fixed trip wire explosives, adhering to any surface that you attach them to.

Once placed, they remain until an enemy steps through the trip wire beam and triggers the detonation. There is a brief delay before this explosion occurs, and the trip wire beam is *extremely* visible to enemies.

As a result, these are best used when you place them around sharp, blind corners in enclosed areas, where enemies are unlikely to spot them until it is too late.

They also pair well with Cryo Mines. The slowing effect can guarantee a kill if your unfortunate victim lacks Blast Shield or Tac Resist.

In most situations it isn't worth using Trip Mines in the open, since they're too visible and the blast is too easily evaded. Stick to hallways and objectives where you know enemies must pass.

Exploding Drone

Launched aerial drone that explodes on impact or remotely detonates with grenade button or by double-tapping reload.

- Remote Detonated, Impact Trigger

The Exploding Drone is an unusual weapon, a floating payload that delivers your explosive in a straight line until it contacts another player, a wall, or you detonate it yourself.

You can quickly detonate the drone by double tapping reload, and because you can see your drone through walls, this makes it possible to send the drone on a flight path right into an objective area, window, or doorway and detonate it just as it reaches the desired target location.

The exploding drone can also be detonated by stray bullets, yours or an enemy's, though it is usually easier to detonate it manually. A fast and accurate (or lucky) enemy can destroy it before it reaches its target. Don't launch Exploding Drones over long, open spaces. They make fairly easy targets in those situations.

The drone takes a considerable amount of attention to use well, between the flight time and the timed manual detonation to use it most effectively, so be careful about where and how you use it. Time spent managing your drone is time spent not hunting, defending, or securing objectives.

T.A.R.

Rocket-propelled system that delivers a timed, sticky plastique payload.

- Cookable, Impact Trigger

An unusual "grenade," the T.A.R. is really a sort of wrist-mounted grenade launcher.

When activated, you can prime and "cook" a grenade that is launched rapidly wherever you aim your crosshairs.

The grenade travels rapidly and detonates on impact. This makes the T.A.R. a fairly powerful weapon against mobile targets, and it works well with heavy jump usage. You can easily go sailing over a target and end them with a quick grenade shot.

With practice, you can airburst the launched grenade to pick off targets in midair or in windows, and as it travels more quickly than the Cluster Grenade, it can be more effective against moving enemies.

Note that scoring a kill requires a close detonation, so ideally you want to be in an elevated position for most shots (or in midair).

Flechette Grenade

Splits into multiple propelled grenades on impact.

- Impact Trigger, Splits on Contact

A variation of the Cluster Grenade, the Flechette Grenade fragments instantly when it impacts a wall, releasing several grenades that then explode.

Because the Flechette Grenade cannot be cooked, it is useful for quick "bank shots"—tossing the grenade at a wall or even the floor to bounce the split bombs into a desired area.

Keep in mind that while it is faster to throw a Flechette Grenade than it is to accurately cook and toss a Cluster Grenade, you pay for this with the loss of precision, and Flechette Grenades don't saturate an area quite as well as Plasma Grenades.

That said, they are still very effective for blocking off narrow hallways, and they can do a number on an enemy team that is clumped up around an objective.

Like Cluster Grenades, they can also be useful for clearing out emplaced enemy Tacticals or Trip Mines.

Black Hole Projector

Creates a singularity that pulls in enemies with crushing force.

Very useful in confined spaces, and less useful elsewhere, the Black Hole Projector is not really a "grenade" at all. It's a small device that you can toss a short distance. It activates once it comes to rest on the ground, creating a short-lived singularity that pulls in nearby enemies.

The projector is fatal if an enemy comes into contact with the heart of the singularity, but the pull can be resisted with quick action and jumping.

Note that because the pull is intense, even if you don't score a kill with the projector itself, the slowing and pulling from the singularity can allow you or your teammates easy kills.

The projector is also a remarkably good escape tool in confined spaces—you can destroy them if you shoot the base/device. Also, since you cannot kill teammates with them, they are a very useful defense to throw right on top of a group of teammates taking a Dom point or similar objective. Just remember to stay away yourself, as your own Black Hole *will* kill *you!*

Bio Spike

Thrown ballistic knife that explodes on enemy impact. .Can be recovered after use.

- Recoverable

A lethal throwing weapon that detonates on impact with another player, potentially allowing for multi-kills if you are accurate and lucky, the Bio Spike can be held before throwing, giving you a moment to line up a shot. Because it has a travel time, landing a hit on a moving target is not easy, but if you do, you are rewarded with a one-hit kill, and a follow-up blast that can damage or kill other nearby enemies.

You can also recover the Bio Spike from the ground or wall as long as it doesn't land in an unrecoverable location.

If you are in an active firefight or near an objective, don't spare any attention for recovering a tossed spike. You're likely to get killed while fumbling around trying to pick it back up.

The Bio Spike embeds itself in walls if thrown mostly straight, but at a sharp enough angle, it ricochets. This can cause you to lose your spike or score an impressive bank shot kill.

C4

High explosives that stick to surfaces and can be detonated remotely with grenade button or by double tapping reload.

- Remote Detonated, Wall-sticky

A powerful remote-detonated explosive, C4 can be detonated .by double tapping the Reload button once placed or while still in the air.

This gives you access to the fastest of all of the "controlled" explosives—quicker than cooking a Cluster Grenade or ARM Launcher, and faster moving than the Exploding Drone (though without quite as much range from the manual throw).

C4 is ideal for eliminating targets in known positions (or "dirty campers," depending on how much they're annoying you). It also works very well for clearing out small rooms or objectives in confined spaces.

C4 can be used as a trap, if you place it on a ceiling or behind a door frame and keep an eye on an area. This is most useful if you are fighting with a long-ranged setup and you can monitor the C4 position easily.

If you want gear to cover your back, a Trip Mine or Cryo Mine is generally a better choice, as they don't require your attention to function.

Personal Radar

Activated sensor array that tracks enemy location by .heat signature.

A powerful informational device, the Personal Radar gives you a one-shot personal scanner that pops up on your HUD.

The Personal Radar highlights enemy targets on a small display that shows rough distance and direction. You get three different range bands, and a fairly reliable directional indicator.

With practice and map knowledge, you can use this tool to quickly hunt nearby enemies, or protect yourself from an ambush.

Powerful on both aggressive and defensive builds, the Personal Radar is a useful piece of kit, and something you should be very aware of when fighting in enemy territory. Even if you're packing stealth perks and a suppressor, you may still be visible to an enemy using this gear.

EMP DEVICE
C-EXT
5-9

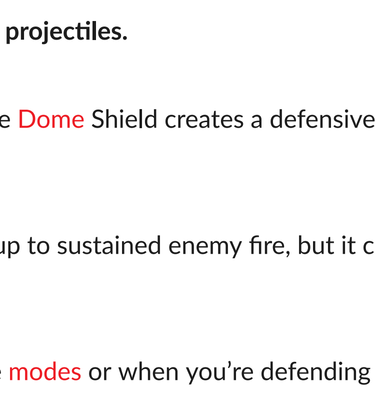
Jammer Grenade

Jams enemy minimap, movement, and aiming systems. Effective against equipment.

While the description is accurate, the Jammer Grenade also acts as a powerful stun grenade, stopping enemies in their tracks while also disrupting their HUD and minimap.

Jammers can of course be used to destroy enemy equipment, and they are quite effective when paired with the Engineer perk, giving you an easy read on enemy equipment locations so you know where to use your Jammers.

Against enemy players, Jammers work quite well for any aggressive build, and can be useful for sieging an objective as well. Enemies who don't have the Tac Resist perk have a hard time fighting back when hit by Jammers.



Dome Shield

Deployable electromagnetic dome that blocks projectiles.

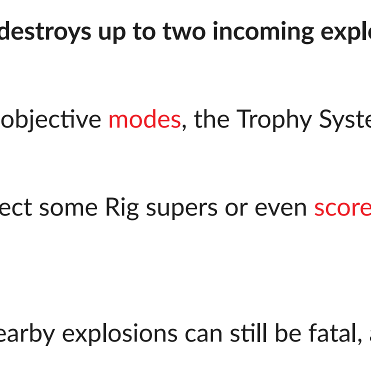
A very useful piece of defensive equipment, the Dome Shield creates a defensive energy bubble that blocks incoming .enemy shots.

The shield is not invulnerable, and can't stand up to sustained enemy fire, but it can buy you a precious few seconds, especially against a single shooter.

Dome Shields are extremely useful in objective modes or when you're defending any chokepoints or interior areas, where the shield can totally block shots while active.

Keep in mind that you can't shoot through the shield either.

The Dome Shield can be destroyed more quickly by any weapon using the FMJ or Ram Servo attachments.



Trophy System

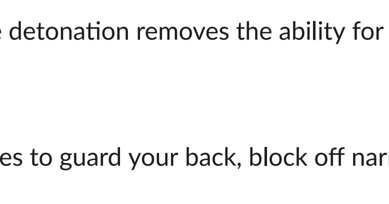
Deployable autonomous defense system that destroys up to two incoming explosives.

An extremely useful piece of defensive gear in objective modes, the Trophy System destroys any two incoming projectiles.

This includes all forms of grenades, and can affect some Rig supers or even scorestreaks if they make use of projectile weapons.

The Trophy is not a foolproof tool, however. Nearby explosions can still be fatal, and a dedicated bombardment by an enemy team can quickly overwhelm a lone Trophy.

That warning aside, Trophies and Smoke Grenades are still useful objective-capturing tools.



Cryo Mine

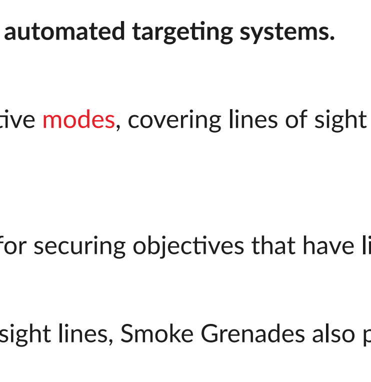
Magnetic mine that releases a super-coolant cloud, hindering movement systems.

Cryo Mines are automated defensive proximity mines that detonate and slow enemies who get near them.

You can stick the mines to any surface, and the detonation removes the ability for your enemy to use their Rig thrusters to jump, as well as slowing them considerably.

You can make use of carefully placed Cryo Mines to guard your back, block off narrow approaches, provide early warning, or aid in the defense of an objective.

Tac Resist users can almost ignore the slowing effect from this mine, so don't rely on them to protect you completely, even if they are well placed.



Smoke Grenade

Creates a smoke screen that blocks vision and automated targeting systems.

Smoke Grenades are extremely useful in objective modes, covering lines of sight and protecting you from hostile eyes while you're moving through open ground.

They are especially critical in objective modes for securing objectives that have limited (or no) cover.

On top of their basic effect of blocking enemy sight lines, Smoke Grenades also provide protection against hostile automated AI targeting.

Enemy Sentries, Wardens, Vultures, and even the mighty C8 on autopilot won't target you inside smoke. The smoke screen essentially acts as a localized form of the Blind Eye perk.

You can also pair Smoke Grenades with the Trojan or Thermal sights, giving you the ability to pick out enemies through the haze.

Blackout Grenade

Stuns enemies, causing vision and hearing loss.

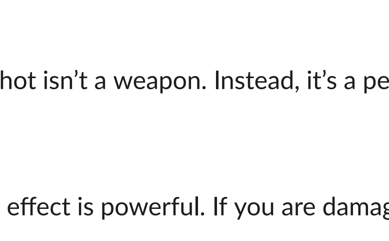
- Stuns enemies, causing vision and hearing loss.

The Blackout Grenade is sort of the inverse of a flashbang. Instead of blinding with white light, the Blackout Grenade causes vision loss with darkness.

Getting hit with a Blackout Grenade is extremely disorienting. You may wish to experiment with this and the Jammer Grenade in a private match so you can see just how potent the disorientation and stunning effects are firsthand.

Blackout Grenades are excellent for assaulting entrenched enemy positions, and they can be very powerful in objective modes to aid in securing or assaulting an objective in unfavorable terrain.

The Tac Resist perk almost completely removes the blinding effects of this grenade.



Nano Shot

Activated combat stimulant that super-charges .health regeneration.

- Stuns enemies, causing vision and hearing loss.

An unusual piece of tactical gear, the Nano Shot isn't a weapon. Instead, it's a personal medical stimulant that can be used to kick-start your health regeneration.

Activation of the shot is fast, and the healing effect is powerful. If you are damaged almost to the point of death, you can be back in the fight nearly instantly.

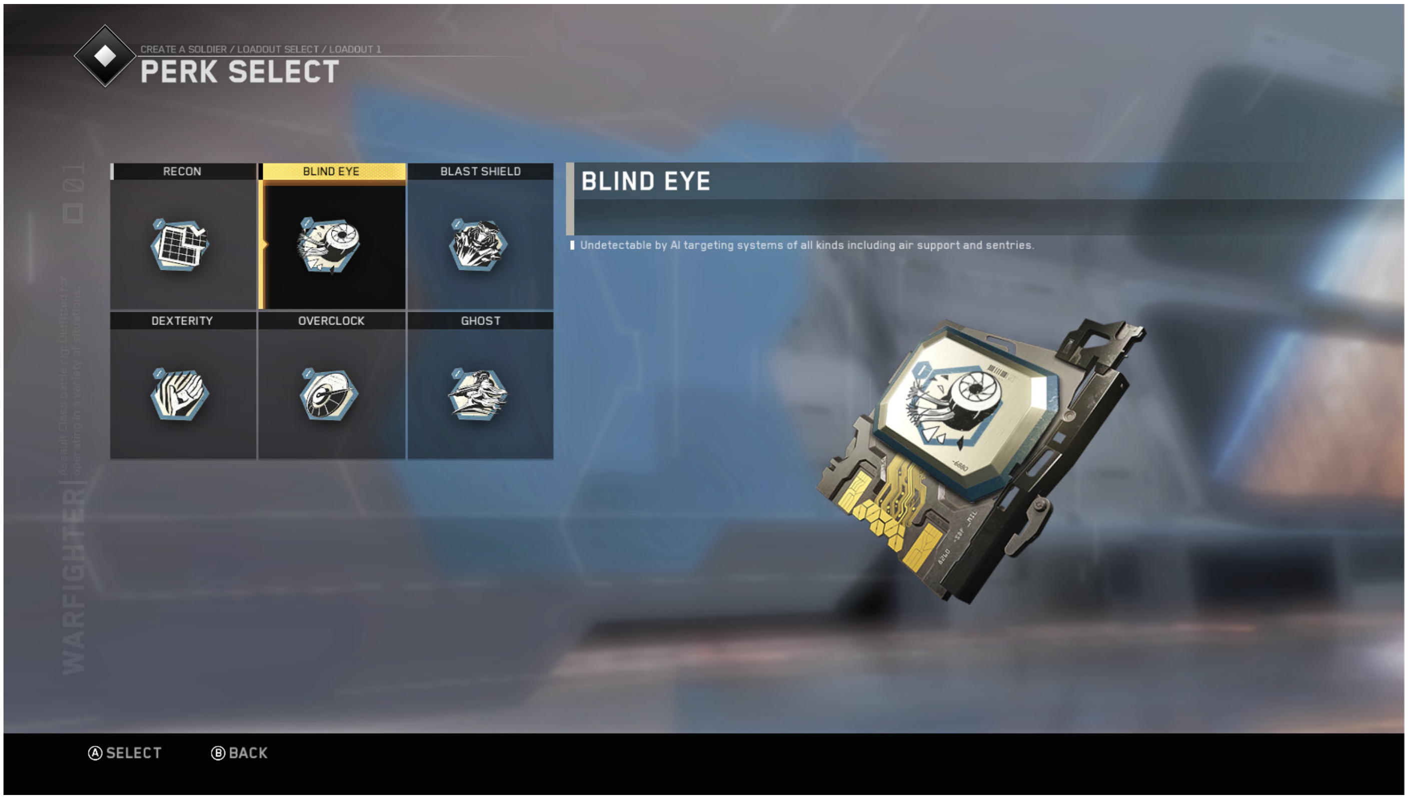
Keep in mind that as fast as the shot is, it won't save you in active combat, but it can be useful for playing cover games with enemies. Step out, fire, take a hit, step back, heal, and then return fire.

In general, re-engaging an enemy who has a bead on you when you are back behind cover is a bad idea, but using the shot and then exiting cover from a different direction (or taking to the air) can give you the win, as you emerge undamaged and you know the likely position of your opponent.

Making effective use of the shot is difficult, so if you plan to use it, take two and force yourself to use them constantly over several matches (even take the Resupply Rig trait). Doing so will give you a good feel for when the time is right to use the shot, and give you the instinct to perform the cover dance and heal without thinking about it.

Perks

Overview


CREATE A SOLDIER / LOADOUT SELECT / LOADOUT 1
PERK SELECT
RECON
BLIND EYE
BLAST SHIELD
DEXTERITY
OVERCLOCK
GHOST
BLIND EYE
WARFIGHTER
Ⓐ SELECT
Ⓑ BACK

Undetectable by AI targeting systems of all kinds including air support and sentries.

Perks provide always-on passive benefits, just like Rig traits.

Unlike traits, however, you can take a lot more perks on a build—up to six maximum. Taking that many pretty much limits you to a gun and nothing else, so usually from two to five perks depending on your build is preferable, unless you're working on odd challenges.

Perks define your build, and you should take care to choose a perk setup that combines well with your Rig choice and the game mode you are playing. Some perks are better suited for objective play, some for aggressive rushing, and some for defense.

You can take up to two perks in each of the three categories, but the second perk costs two points instead of one. Only double up on perks from the same category if they're vital to your build (such as taking Dead Silence and Hardwired on a stealth-focused class).

Perk 1

Recon

Minimap shows a larger area. Gain a single radar sweep when a standard enemy UAV appears and another when it dies.

A useful informational perk, Recon gives you better situational awareness by extending the range your minimap covers. This allows you to spot enemies at a greater range than you normally can.

On top of that, the ability to make use of enemy UAVs turns the other team's support streaks against them, giving you the ability to make partial use of their UAV network.

Because of this perk, be careful making use of UAVs yourself, unless you are running the Ghost perk, as well. Otherwise you may well be highlighting yourself for a nearby enemy using Recon!

Recon tends to be very helpful on mid-range or longer builds, where you can use the extra minimap distance to spot and intercept distant targets easily. It is still useful for aggressive close-range builds, but because checking the minimap in CQC is dangerous, you have less time to safely take full advantage of the intel Recon provides.

Blind Eye

Undetectable by AI targeting systems, including air support and sentries.

Blind Eye is a defensive perk, primarily useful for shutting down powerful enemy scorestreaks.

Keep a custom class that has Blind Eye, Smoke Grenades, an FMJ or Ram Servo-equipped LMG, and possibly a secondary launcher, as well.

If the enemy team manages to call in a dangerous streak, you can switch to this class and destroy their streaks with ease.

As a general use perk, Blind Eye typically isn't a great choice because it only helps you while the enemy team has players dominating your team, and it does nothing at all for you if your team is shutting down enemy streaks before (or even as soon as) they hit the field.

In most cases you want perks that are always helping you in combat, and Blind Eye doesn't pass that basic litmus test.

Blast shield

Increase resistance to explosive damage.

A very strong defensive perk, especially in objective modes when you plan on playing the objective aggressively.

Blast Shield can save your life from anything short of a direct impact or stick from the majority of explosive weaponry in the game, so at the very least, it can act as a one-time lifesaver.

Despite its specific utility for objective play, Blast Shield is a good general defensive perk simply because it can keep you alive through situations you would not have survived without it—and that means keeping your scorestreak going.

Dexterity

Reload and switch weapons faster.

Dexterity is useful on any aggressive build, or LMG and sniper setups carrying a secondary weapon. It is also useful for carrying two primary weapons in your class loadout, or if you plan to pick up weapons on the battlefield, because most primary weapons have fairly slow switch times.

The fast reloading is very nice, but it can cause some extremely bad habits. Instantly reloading after every kill is not a good idea.

Enemies tend to come in clumps, and it's incredibly common to kill one enemy, reload, and get shot just as his buddy comes around the corner.

Whether you were spotted, heard where they were in voice chat, or they simply happened to be moving in the same direction from a spawn point, odds are good that if you take one target down, another is soon to follow.

Dexterity can help chain kills together, but be aware of what reloading can cost you if you reload immediately after a kill while you are still in the open.

Even without Extended Mags on your weapon, you can typically kill at least two enemies on a fresh mag, and with extended mags, three isn't unlikely, particularly for weapons with deep magazines.

Overclock

Payload charges faster.

A straightforward and useful utility perk, Overclock cuts down the time it takes to charge your Rig's payload super.

This is generally a "nice to have" perk for most builds, but if the specific payload you have chosen is vital to your preferred role in combat, you can up the importance of this perk a few notches and justify taking it over other important options.

Ghost

Invisible to UAV and radar pings.

A powerful stealth perk, Ghost hides you from both UAV sweeps and the Ping Rig trait's radar pings.

Consequently, Ghost is vital for any aggressive build where you plan to spend a lot of time in close proximity to enemy positions and spawn points.

Ghost is less important if you plan on playing mid to long range, where the proximity of teammates and distance from enemies makes you less vulnerable to radar detection.

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Momentum

Sprint faster over time.

A mobility perk, Momentum grants you increased movement speed. However, it comes with the restriction that using any advanced Rig movement causes the speed bonus to reset.

As a result, Momentum is most useful for traveling just a bit more quickly from place to place when you are in “safe” friendly territory, or running to catch up with teammates.

In enemy territory, it’s highly likely that you’ll be jumping, sliding, and wall running, so Momentum won’t give you as much benefit in those situations.

Momentum is only helpful if you keep your feet planted on the ground, so if you tend to jump and wall run often, out of habit, it won’t be as helpful to you.

Hardline

Scorestreak points for assists are doubled.

A bonus to scorestreak acquisition, Hardline gives extra points for assists. If you pair this with the Ping Rig trait, you can get bonus points any time you tag an enemy and a teammate finishes the job.

The combo is particularly useful when running low to mid streaks, letting you earn more of them in a match more reliably.

It also eases the sting of getting a string of assists when your helpful buddies on voice chat finish all your targets. It also pairs well with Warfighter’s Resupply Rig Trait for new players, as it helps boost the likelihood that you will get that R-C8 or AP-3X called in before the round ends.

Tac Resist

Increase resistance to flash and stun effects.

Tac Resist is a specific defensive perk. It’s not useful at all if your enemies aren’t running the Tacticals it protects against, but it is extremely important if they are.

If you have an objective focused class running Blast Shield, Trophy Systems, Smoke, etc., Tac Resist fits well, giving you protection against being blinded, stunned, or slowed.

It’s usually not worth running at all times, as compared to Blast Shield. Tac Resist defends against a lot fewer potential threats, but it *is* worth keeping on a backup class for situations where you need it.

Tracker

See recent enemy trails, even when they are cloaked. Hear enemies that are using Dead Silence.

Tracker highlights enemy movement on your HUD, giving you advance warning of nearby enemies that have passed through the area recently.

Be careful using Tracker; it’s easy to get so focused on following the digital “footsteps” that you walk into an ambush yourself!

Instead, use Tracker as an early warning system. When you see the signature, keep your eyes and ears peeled for nearby enemies, and expect imminent conflict.

You also need to be aware of Tracker when playing aggressively. Even if there isn’t a UAV up and you’re running Dead Silence, Tracker can give your presence away.

Speaking of Dead Silence, Tracker is the only way to counter enemy Dead Silence users. By taking this perk, you can nullify their sound suppression, allowing you to detect them again.

If you have a good audio setup and you’re used to locating enemies with sound, consider taking this perk. Whether on offense or defense, it is useful, either to find stealthy enemy players nearby, or to protect yourself when you’re fighting at long range and enemies are trying to sneak up and flank you.

Cold Blooded

Invisible to thermal detection systems. Enemies cannot see your nameplate.

Cold Blooded is a defensive perk, protecting against Thermal scopes and the FTL Rig’s Perception trait, but more importantly, hiding your red name from enemy players.

Cold Blooded’s protection from Thermal sights and the Perception Rig trait are nice bonuses, but hiding your name at a distance has a remarkable effect on enemy response time at long range, and it can even save your life in CQC fights, occasionally.

If you round the corner and your enemy doesn’t immediately react to you as an enemy (because your name doesn’t appear), it can give .you the split second edge you need to down them.

At a distance, hiding your name makes you a more dangerous mid- to long-range foe, particularly with a suitable AR, LMG, or sniper .rifle equipped.

Cold Blooded won’t stop alert and aware players from opening up on you, but if you’re already in a darkened area in cover, it makes spotting you that much harder.

Scavenger

Resupply ammo from dead players.

A straightforward and helpful perk, Scavenger lets you pick up ammo packs from downed enemy players.

Especially helpful when using ammo hungry, high rate of fire weaponry, it can also come in handy if you are using a weapon with a lot of attachments (where running out of ammo would burn up a lot of your class point investment), or if you are aiming for high scorestreaks (where you need to go on long kill streaks).

Scavenger does *not* resupply explosives; you need the Resupply Rig trait for that. The Rewind Rig trait can restore ammo for any weapon (explosive secondaries included).

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Perks

Perk 3

Gung-ho

Shoot, use equipment and scorestreaks while sprinting.

A perk made for aggressive play with SMGs and shotguns, Gung-Ho lets you shoot from the hip while sprinting, or toss grenades while on the move.

Being able to use scorestreaks while sprinting is a minor but handy bonus (using UAVs while in enemy territory and keeping your speed up can be helpful, occasionally).

The grenade usage while you're on the move is also useful in some objective modes, especially on a class with a full load of grenades and the Resupply trait. The ability to bombard an objective area before you reach it while moving towards it at speed is helpful.

Pin Point

Outline enemies when dealing or taking weapon damage.

An unusual informational trait, Pin Point gives you the ability to see enemies that are tagged through walls, highlighting their bodies with a bright outline.

Because Pin Point triggers either when you hit, or are hit, by bullets, you can use Pin Point both to accurately track enemies who duck behind cover, and occasionally to retaliate against an enemy you have not yet spotted.

If you are hit from the flank or rear and manage to get in cover, Pin Point can occasionally help you identify the location of the shooter, possibly giving you a chance to retaliate.

Pin Point pairs quite well with a weapon using FMJ-enhanced bullets because if you tag an enemy near cover, you can finish them off through the cover.

Hardwired

Immune to EMP effects, blocks equipment or abilities that outline you for enemies.

Hardwired is a useful defensive perk that protects against the Eye Spy Rig trait, the Pin Point perk, and removes the outline when you are targeted with a Trojan Scope or Tracking Chip Sniper Rifle.

Hardwired also prevents your minimap from being fuzzed out by the Jammer Grenade, though this is cold comfort when you're still stunned by said grenade.

Hardwired is useful both for aggressive play and at medium or longer range, where it can prevent Pin Point and advanced scopes from giving the enemy any advantage over you.

Marksman

Acquire enemy names from a greater distance. Reduced flinch that primarily affects sniper rifles but gives a very minor benefit to other weapons.

Marksman does what it says quite well, giving you a small edge in medium- to long-range combat, and aiding sniper rifle usage.

Marksman helps pick out players at a distance, so it is most useful on a long-ranged setup with an AR, LMG, or sniper rifle.

At shorter distances, the benefit is wasted, and without a sniper, the flinch reduction is minimal.

The flinch reduction for snipers can help to win firefights at long range, and it can occasionally help you at shorter ranges when you're lining up a snapshot.

The flinch reduction is particularly notable if you take the DMR-M1 because this gives you an edge with a medium-range gun that ARs can't match easily.

Engineer

Detect enemy equipment and scorestreaks through walls and delay activation of enemy mines.

A very useful informational perk, Engineer is helpful both to clear the area around objectives of enemy equipment, and as a tool to locate enemies placing said equipment.

Because you can spot equipment through walls the instant it is deployed, it's possible to figure out where an enemy is when they deploy equipment.

You can use Engineer alongside a weapon with FMJ rounds to destroy equipment through cover, against streaks with a launcher to find and eliminate them more quickly, or on its own, simply to warn and protect you against enemy equipment.

Keep a class with Blind Eye, Smoke or Jammer Grenades, an FMJ-equipped LMG, and a launcher around. You don't need such a class at all times, but if the enemy team calls in some nasty streaks or has an area secured with equipment, you can bust their gear easily.

Dead Silence

Footsteps and jump packs are silenced.

A powerful stealth perk for aggressive play, Dead Silence is helpful, both for silencing your own footsteps to enemy players and for quieting your own movement to you so you can hear nearby enemies more easily.

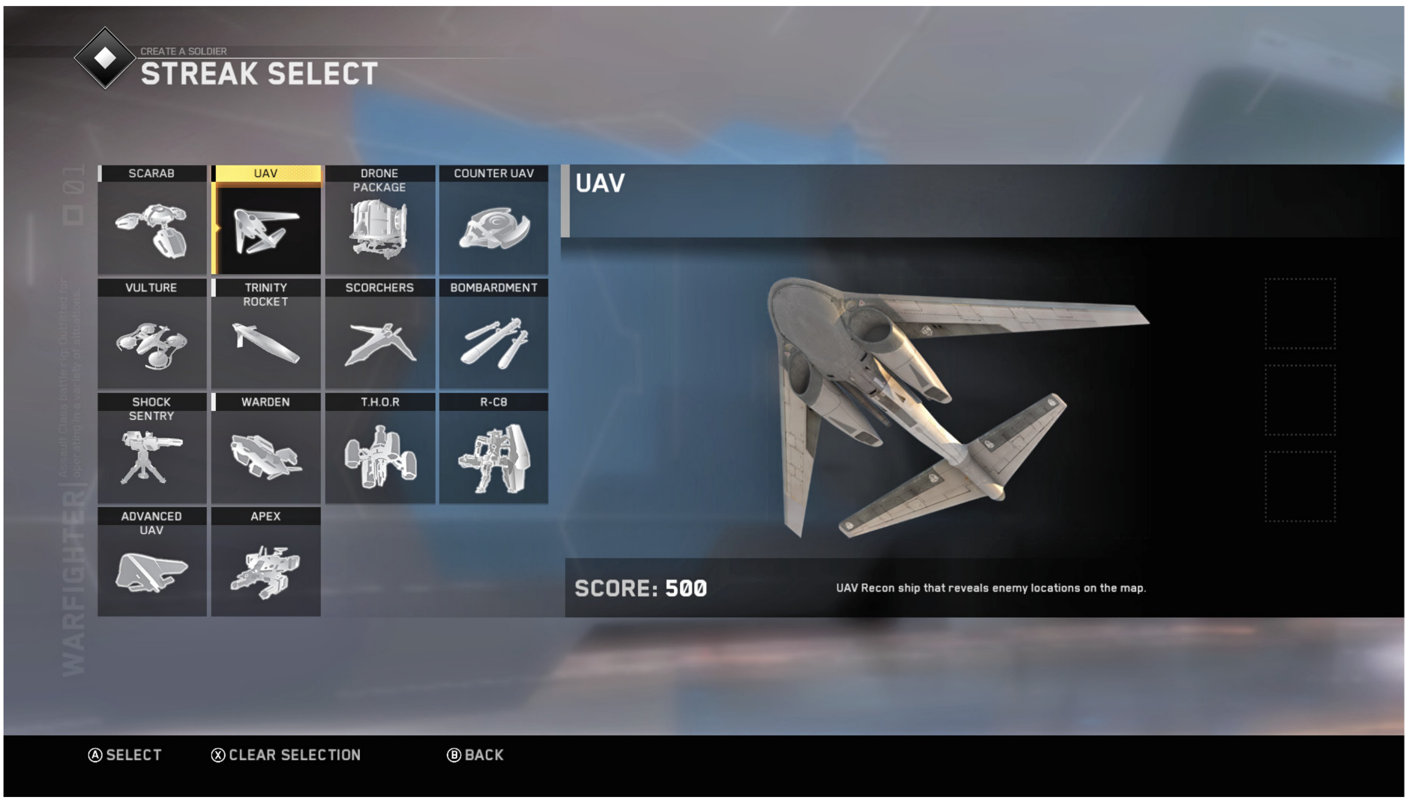
Dead Silence works best paired with a good audio setup and against players with similarly good setups.

While you can't always guarantee the enemies you're playing against will use sound to detect your position, the chance that they can do so justifies taking Dead Silence, and that's ignoring the side benefit of helping you hear other players more easily, as well.

Because Dead Silence also suppresses thruster sounds, it is also very useful if you're an aggressive thruster user, because it removes one more audio cue with which your enemies can locate you.

Scorestreaks

Overview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SCARAB
UAV
DRONE PACKAGE
COUNTER UAV
VULTURE
TRINITY ROCKET
SCORCHERS
BOMBARDMENT
SHOCK SENTRY
WARDEN
T.H.O.R
R-C8
ADVANCED UAV
APEX
WARFIGHTER
UAV
Ⓐ SELECT
Ⓧ CLEAR SELECTION
Ⓑ BACK

SCORE: 500

UAV Recon ship that reveals enemy locations on the map.

Scorestreaks provide a variety of automated and manually controlled battlefield weapons, ranging from intelligence gathering to outright enemy team destruction.

You can set any mix of three Scorestreaks before entering a match, and they are earned by acquiring enough score *without* dying.

This makes expensive streaks difficult to earn, especially if you are a newer player, and doubly so when playing aggressively or near objectives.

In general, playing defensively or conservatively is necessary to unlock high end streaks, but as your skill in *Infinite Warfare* improves, you should be able to aim for mid to hi-end streaks more often.

Another option is to take the Drone Package and hope for a bit of luck with care package rewards. This is *not* a good choice if you're trying to run with a specifically focused streak loadout for a certain game mode, but otherwise, it's fun to use and can occasionally gift you with some powerful streaks.

Don't mistake low cost streaks for weak streaks. Likewise, earning a T.H.O.R., R-C8, or Apex once every few matches isn't going to cause nearly as much damage to the enemy team as calling in multiple UAVs *every* match.

PERSISTENT

The Warfighter Rig's Persistence trait allows you to earn streaks even if you die, keeping your score earned towards your streaks across deaths.

It comes with a hefty penalty, however, greatly increasing the cost of streaks and only allowing you to earn them once per match.

Still, if you find you simply cannot earn mid to high streaks normally, give Persistence a try. The high streaks are fun to use, if nothing else!

CALL OF DUTY
INFINITE WARFARE

Scorestreaks

Streaks

UAV

Score: 400

UAV Recon ship that reveals enemy locations on the map.

While active, the UAV provides radar sweeps on your minimap for your entire team, revealing enemy positions.

Enemies with the Ghost perk are hidden from sweeps, and enemies with the Recon perk can tap into your UAVs, so be aware of both risks when you use the UAV.

UAVs are extremely powerful, and despite their low cost, this should be considered one of your 'default' streaks for almost any game mode you play.

UAVs can pave the road to higher streaks, both earning you support points for teammate kills while it is active, and giving you the positional intel needed to stay alive long enough to earn them.

Scarab

Score: 450

A remote hover device that .releases highly volatile fragments upon detonation.

A remotely controlled explosive hover drone, the Scarab can be used to chase down and eliminate targets while you are safely hidden in a dark corner.

You can jump and boost while controlling the Scarab, giving you .the ability to cross gaps and perform a final speedy lunge to reach your target.

The Scarab can be destroyed, so try to avoid moving across large stretches of open ground. Stick to confined spaces with a lot of cover and you can close on your target before they are aware of the threat.

Because the Scarab takes you out of combat, time your usage of it carefully. In objective modes, taking yourself out of action in a time sensitive situation is a bad idea.

Drone Package

Score: 550

Automated drone that will deliver a random care package to your location.

The Drone Package calls in a care package containing a .random scorestreak.

Amusingly, the Drone Package is a polite delivery service that will bring your package anywhere on a map, even indoors. Once deployed, it lands and then flies automatically to the area you targeted as the DZ.

Note that while it is quite helpful that the Drone Package can deliver your package right to you, enemies can and will track and follow the package, so be careful if you're using it near the front lines!

You can easily use packages as bait. Place them in exposed areas and let enemies try to steal them. Then pick them off when they do. Free points and a package is even better than a package alone.

Counter UAV

Score: 600

Emits a jamming signal that disables the enemy minimap.

A very useful counterintel streak, the Counter UAV shuts off enemy radar for players without the Hardwired perk.

This gives you the ability to shut down enemy UAV usage, *and* it can be used as a sort of makeshift Ghost and Suppressor in one package, shutting down the ability for the enemy to locate you or your teammates with their radar.

Taking UAV and Counter UAV both is an excellent setup for supporting your team.

Vulture

Score: 700

A companion drone that protects .your six.

The Vulture is an automated combat drone that automatically targets and fires at any nearby enemies with its guns.

It takes a brief moment for the Vulture to track and lock on to enemies, so don't rely on the Vulture to protect you from fast moving ambushes, but it can both warn and defend you against enemies that you don't spot.

The Vulture is relatively fragile; it can be destroyed with basic weapons fire fairly easily.

Trinity Rocket

Score: 750

A large orbital cruise missile with boost capabilities that houses two additional projectiles.

A triple-firing missile that you can manually guide from above. The two extra missiles can be fired as you guide the primary down to the ground, and they automatically track and target enemy players who lack the Blind Eye perk.

You can activate the thrusters on the primary missile to speed its descent to the ground, a good idea to do immediately after you launch your first two missiles.

If you are playing on a map with a lot of cover, you may want to slow your descent and pick your targets more carefully, to avoid sending all three missiles harmlessly into rooftops.

It's possible to kill targets indoors by landing the last missile directly outside a door or window. The resulting blast can eliminate nearby targets, and if you're very precise, you can even steer it just inside a door.

Scorchers

Score: 800

Call in three prototype Scorcher jets for a laser strafing run.locations on the map.

Activating the Scorchers streak gives you a targeting view of the map, and you can choose a target for the strafing run, as well as the angle from which the Scorchers attack.

Try to line up the Scorchers so they cover the most open ground possible, with as little of the run targeting inaccessible areas of the map or rooftops as possible.

Once targeted, the Scorchers arrive extremely quickly and lay down a devastating wall of laser fire, eliminating any targets caught in the open.

Scorchers work best on open terrain, and particularly on objectives in the open. Clearing out a targeted area so teammates can move in to secure an objective works well, but keep in mind the effectiveness of the Scorchers is going to vary, depending on the map and the mode.

Shock Sentry

Score: 900

Turret fires electrically charged rounds, inflicting damage to the target and nearby enemies.

A powerful automated turret, the Shock Sentry can completely lock down an area of the map for an extended period of time.

Once placed, the sentry automatically aims and fires at any enemy in a very wide frontal arc, though it won't target players with Blind Eye or in smoke.

The sentry's shots also arc electricity to other enemies near the target, granting it the ability to cook groups of players who are incautious and move as a group near an active Shock Sentry.

If you know an enemy sentry is covering an area, don't stand near teammates who are near its line of sight, even if you are out of view in cover, you can get killed!

Use the sentry to cover objective areas or block off flanking routes. Carefully placed, a sentry is very difficult to remove without the Blind Eye perk—and if you're actively protecting your sentry, even then.

Bombardment

Score: 850

Weapons satellite bombardment.

Bombardment calls down a massive satellite strike on three targeted areas. You can target all three in close proximity to each other to saturate one part of the map, or spread them around to pinpoint different open areas of the map.

The bombardment strike triggers highly visible targeting circles on the ground, so alert enemies can react and get out of range in time to avoid the blast.

The trick is to target the bombardment in areas where the enemy cannot avoid the blast—either by spreading the three target zones next to each other in a narrow lane so there's no way to escape the blast, or targeting them over a critical objective, leaving your opponents with the choice of leaving the objective or dying to the bombardment.

Warden

Score: 1100

Call in an escort dropship with two firing modes.

The Warden is a hovering support combat ship, automatically targeting hostile players below and eliminating them quickly.

The Warden can be set to either patrol the map, following you as you move, or set to guard a specific area.

Setting the Warden on guard over an objective can be effective, but keep in mind that setting the Warden to stationary does make it a slightly easier target for hostile anti-vehicle launchers.

The Warden works best in open terrain. When there is a lot of overhead cover, players can hide out from its seeking turrets.

Because players tend to naturally seek out interior areas to hide from the Warden when it is called in, making a push into those areas to flush them out and score kills can be effective.

Advanced UAV

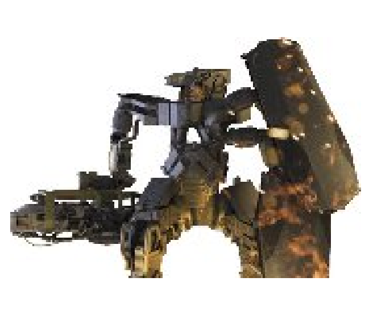
Score: 1250

Orbital UAV that reveals the enemy's direction on the minimap.

An upgraded UAV, the AUAV provides perfect positional and directional information on all enemy players. You can see not just their location, but exactly where they are facing, making it incredibly easy for you and your team to get the drop on enemy players.

The AUAV is an extremely strong streak, and while active, it's not uncommon to go on a run against the enemy team, generating more scorestreaks for everyone on your team.

You can shut down the AUAV with a Counter UAV, or it can be destroyed, but taking it down with launchers requires you to begin locking on and firing on it almost immediately after it is called in, due its speed and the number of shots it takes to destroy it.



R-C8

Score: 1450

Heavily armored C8 with auto and manual control capabilities.

The massive R-C8 is a combat robot, built for destruction. Once deployed (after a spectacular arrival from orbit), it can either be left on automatic, or you can take full manual control.

The R-C8 is armed with a powerful energy weapon and a shield that .can be used to block incoming fire.

Manually controlled, it is extremely lethal, but if you are focused on objectives, you can also leave it on automatic and let it roam on .its own.

Another option is to use it on auto, but follow it closely, picking off players that try to fight it. This is a good way to protect the R-C8 from Blind Eye-equipped players, though of course you can deal with them yourself if you're piloting the robot.

T.H.O.R.

Score: 1300

Tactical High Output Response .missile system with rapid .launching capabilities.

The T.H.O.R. is a powerful orbiting missile platform that gives you direct control and allows you to launch missiles in two different patterns.

The first is a guide barrage of five missiles that follows your target reticle. You can use this to saturate an area with explosions, and track targets as they flee or try to move into interior areas.

The second allows you to launch the missiles individually and unguided. This launch method potentially allows more kills, as you can split up the rockets and target more enemies, but because you are firing them unguided, scoring kills on maps with a lot of cover can be tricky.

Switch modes depending on the map and the angle that the T.H.O.R. is orbiting at the moment. You can also hold the Grenade Toss button to cause the T.H.O.R. to speed up its orbit, getting you into position to bombard your enemies more effectively.

AP-3X

Score: 1550

A remotely controlled antipersonnel experimental drone.

The AP-3X is a hovering antipersonnel drone that can be manually controlled. While piloting the Apex, you can float up or down, allowing you to make use of cover around the map to protect yourself from enemy players.

The AP-3X is armed with missiles and rapid fire guns, and it .can eliminate enemy players and even destroy other streaks extremely quickly.

As the AP-3X is both sturdy and ferociously powerful with its cannons and missiles, if you are careful and use terrain well to avoid taking excessive damage, you can go on long killstreaks with it.

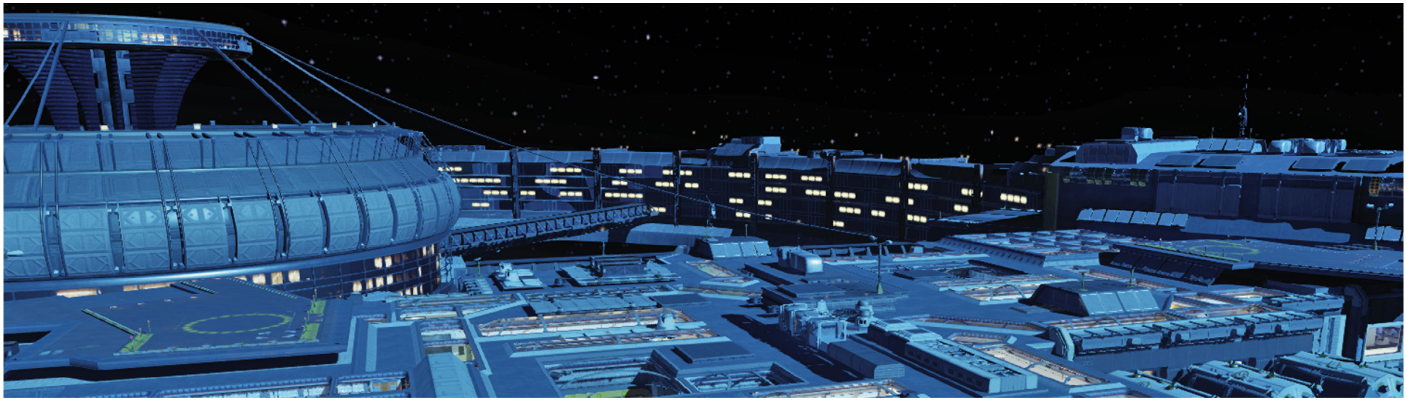
Avoid hovering high above the map or floating out into the open because, while the AP-3X is tough and deadly, it can be taken down by combined small arms fire, so try to avoid exposing your position while piloting it.

If you are confronted with an enemy AP-3X, using offensive Rig supers that deal good damage against scorestreaks is your best option for eliminating it swiftly. Failing that, a loadout with an FMJ or Ram Servo LMG and a launcher can also work, but you usually need more time on target to destroy it.

CALL OF DUTY
INFINITE WARFARE

Multiplayer Maps

Overview



This chapter contains detailed maps of each multiplayer level in *Call of Duty: Infinite Warfare*. Each level has three maps: one showing a clean view of the map with a rangefinder grid, another marked with objectives, and a third that features key sightlines to gain a competitive targeting advantage.

Every map that has a range grid uses the same scale as the weapon charts in the Arsenal chapter.

You can use these maps alongside the weapon information to figure out how effective different weapons will be on any given level, particularly between different long sightlines, or for overwatch points that cover key objective areas.

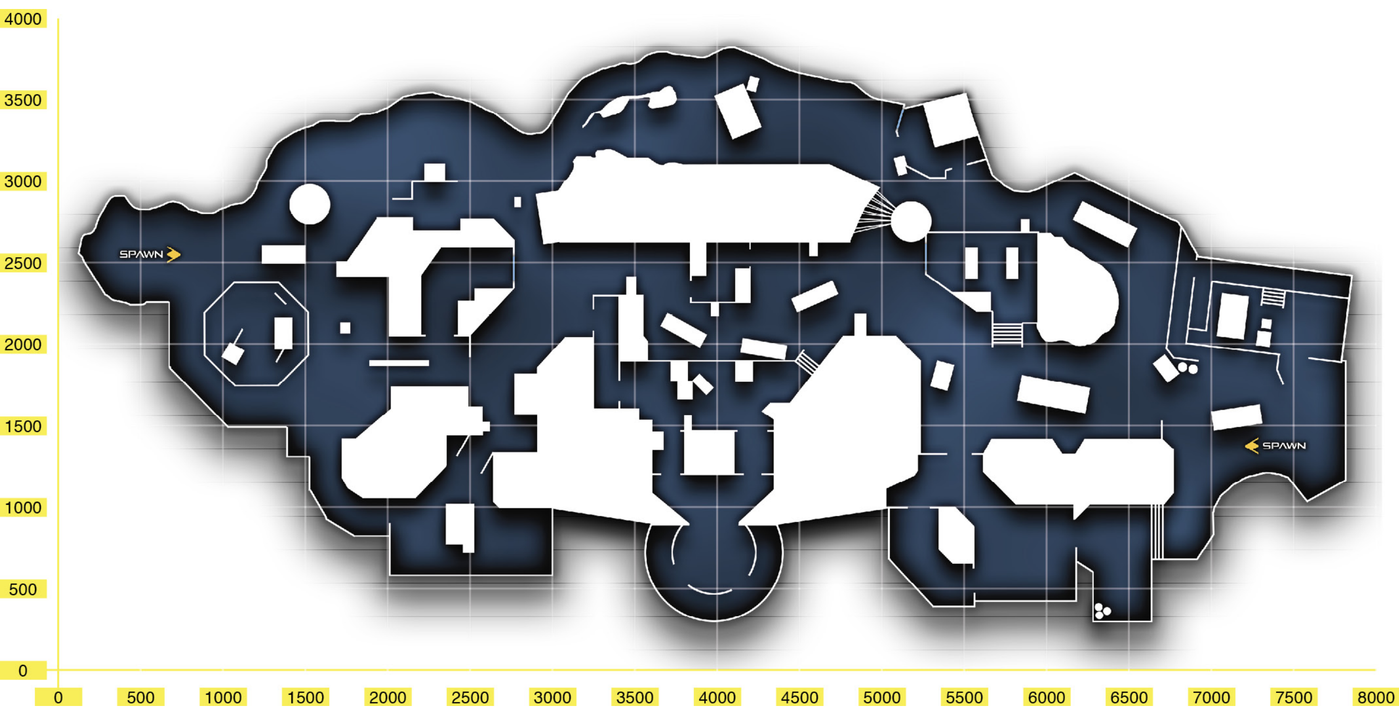
The objective maps are marked with all of the objectives for the various objective game modes. See the legend on the maps for the breakdown of which symbols are used for each game type.

CALL OF DUTY
INFINITE WARFARE

Multiplayer Maps

Breakout

Grid Map



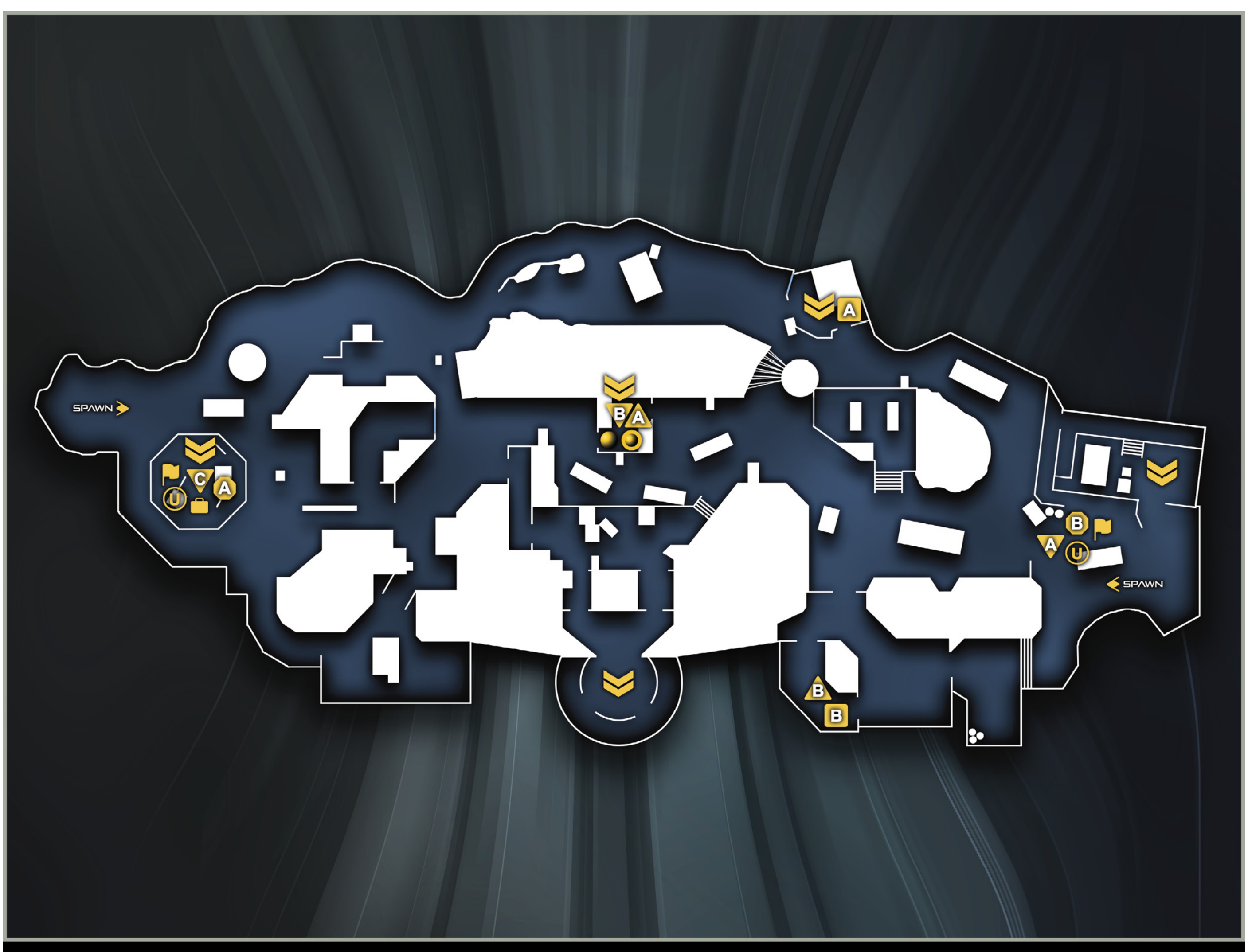
Breakout is set on a rocky and snowy mountainside, with a secure facility armed with powerful anti-aircraft turrets and radar equipment.

Breakout's three main routes are an outer wallrunning path on the edge of the cliff, a cover heavy central lane, and a narrow rear path with limited cover.

Note that while the central lane has a lot of cover, once you're actually inside the building area in the middle of the map, the line of sight across the center from either edge is relatively open—beware of snipers and marksmen!

There's a mix of smaller buildings around the edges of the map, but with the exception of the central structure, most are both small and have little or no cover inside. Have a CQC weapon ready if you enter them, or avoid them entirely.

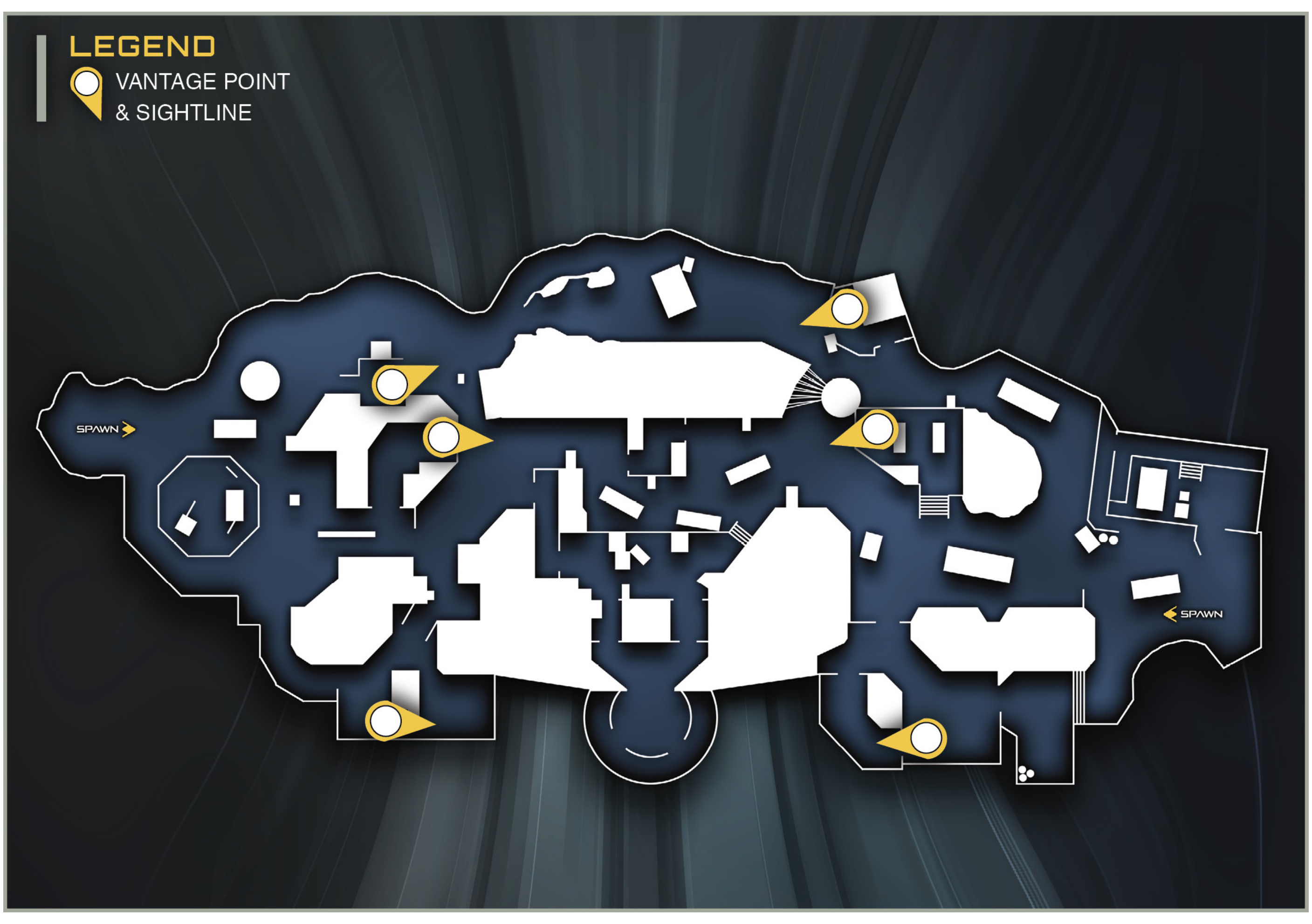
Objectives



LEGEND

- SPAWN
- HARDPOINT
- SEARCH & DESTROY/RESCUE
- BOMB
- UPLINK SATELLITE
- UPLINK GOAL
- DOMINATION/REINFORCE
- GRIND
- CAPTURE THE FLAG
- DEMOLITION
- DEFENDER

Vantages



RANGE

We spend a lot of time charting out effective weapon ranges in the Arsenal chapter, and all of the maps are gridded so you can see distances from point to point and area to area. It seems obvious, but it's extremely important that you understand how effective your chosen weapon is at any given range.

The basic principles are clear. The weapons go from shotguns to SMGs to ARs to LMGs to snipers from closest to longest range. Pistols are also very short range weapons, and while they generally won't win a fight against an ambushing pump action shotgun, they still give you a chance against shotguns and SMGs, and often an edge against longer range weaponry.

Most equipment (and launchers) are effective out to medium range at most. Some offensive scorestreaks can strike effectively *anywhere* on a map, but you can't rely on always having access to them.

The rule of thumb is simple: Stick to the range that your weapon is most effective. As long as you keep this thought in mind, it should influence how you look at the maps as you play them. What maps have good sight lines for covering medium range or longer? Where are there lots of blind corners and hard cover that you can use to get in to CQC with short range weapons? What areas have many routes in and out that are dangerous to move through or fight in for long?

Think about the most extreme examples, where you use a sniper and do nothing but fight inside buildings, or the opposite and try to cover a long range outdoor lane with an SMG—or a shotgun! It seems incredibly obvious, but you can score a surprisingly high number of kills against players who challenge you with an SMG at mid to long range while you're scoped in with a sighted AR or LMG.

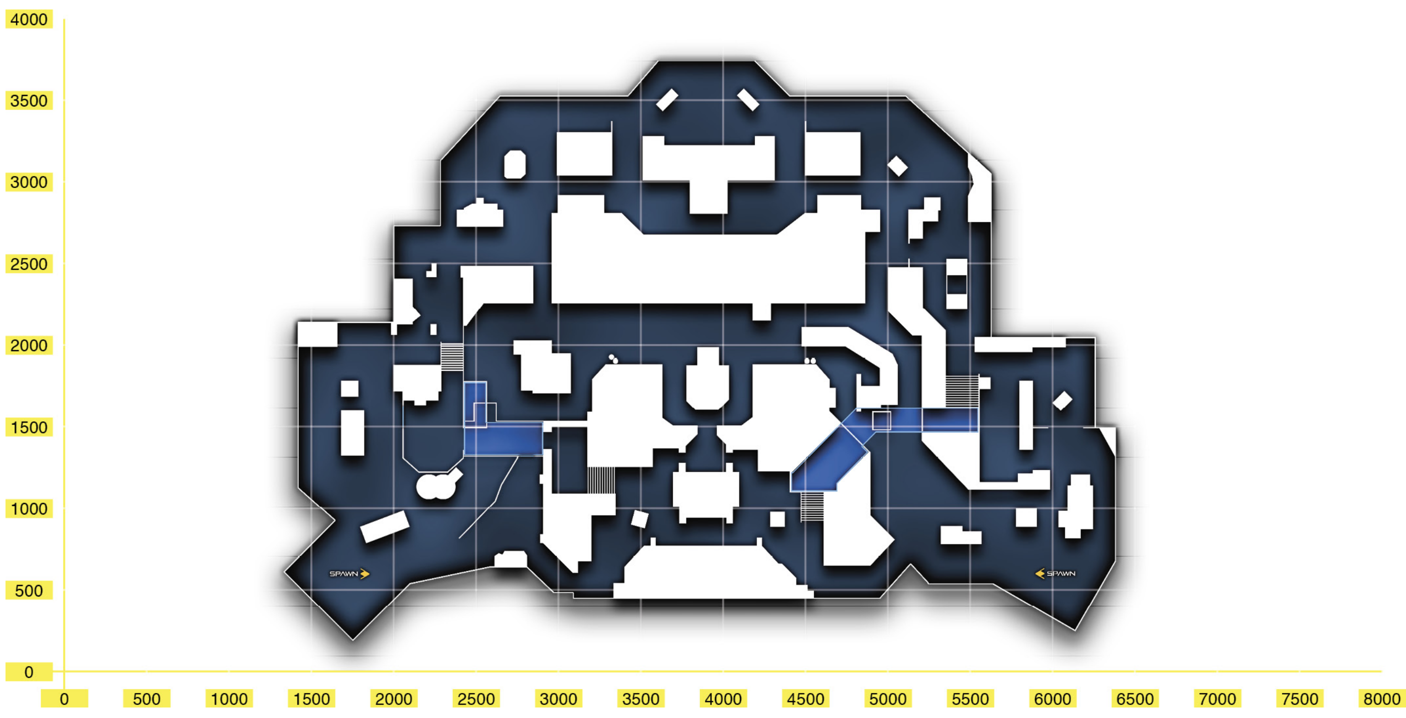
Likewise, sprinting around the map at full speed with a long range weapon out isn't a great idea. There's no magic trick here. All you need to do to take advantage of effective range is to be aware of it, and maximize the number of encounters that take place on your terms at your favored distance.

CALL OF DUTY
INFINITE WARFARE

Multiplayer Maps

Crusher

Grid Map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SPAWN
SPAWN

Crusher has a mix of tight quarters and smaller open areas with quite a bit of cover. There's a small underground passage on one edge that can be used to travel between two buildings, with an opening into the center lane.

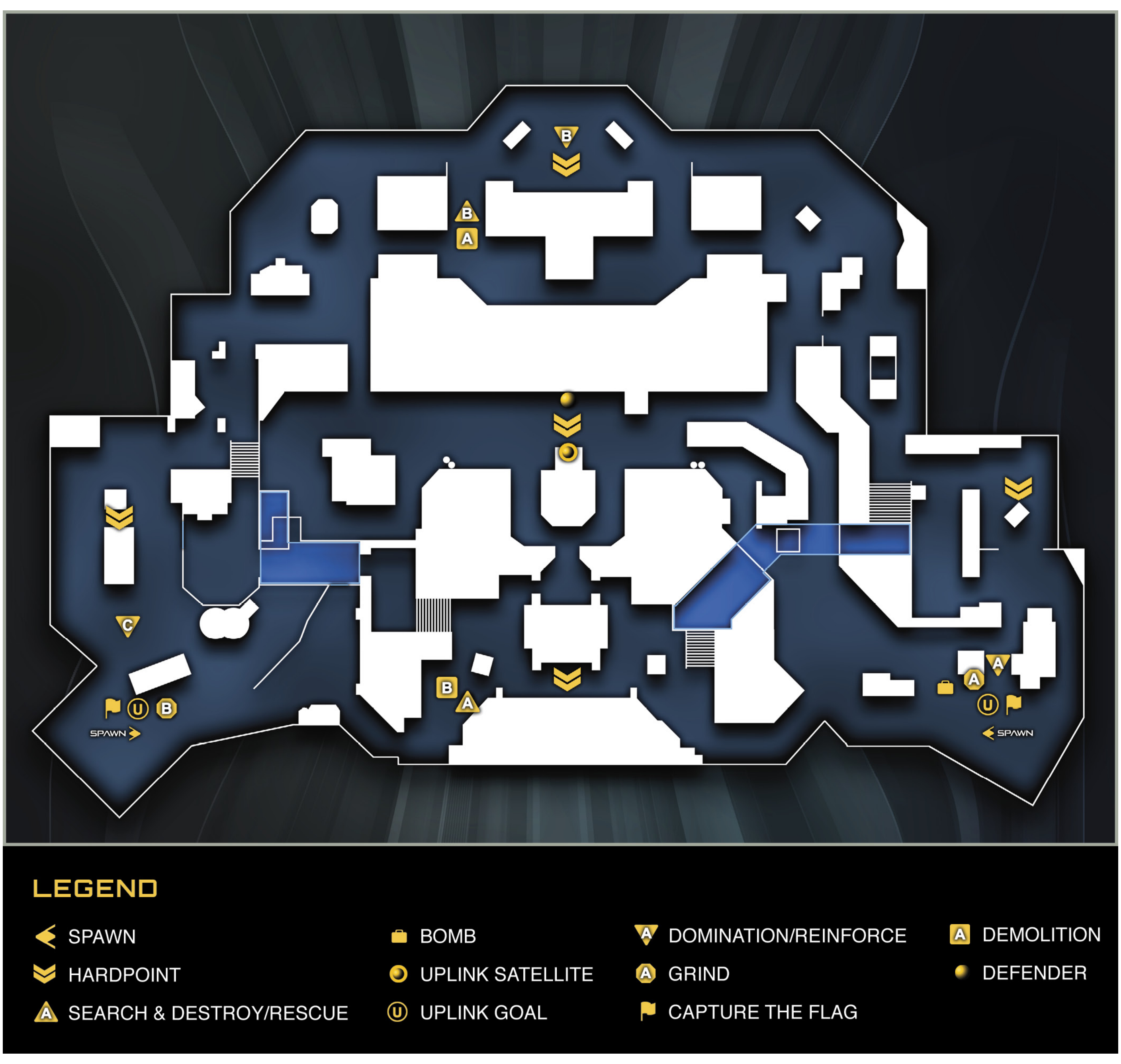
The top of the map has a short wallrun that lets you move quickly around the objectives up there. Just be careful using it if you suspect enemies are covering the exit.

Also use great caution while moving through the middle of the map. With so many routes in and out, it's a dangerous high-traffic area.

CQC setups work quite well on this map. If you want to fight at medium range, you must actively keep your distance and catch players as they exit buildings or round blind corners and move into the open.

Most of the outside areas do have long sightlines in at least one direction, but because Crusher has a lot of connectivity between areas, you need teammates, equipment, or good instincts to guard your back. Don't get so focused covering a lane that you forget to check for flanking threats.

Objectives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LEGEND
SPAWN
HARDPOINT
SEARCH & DESTROY/RESCUE
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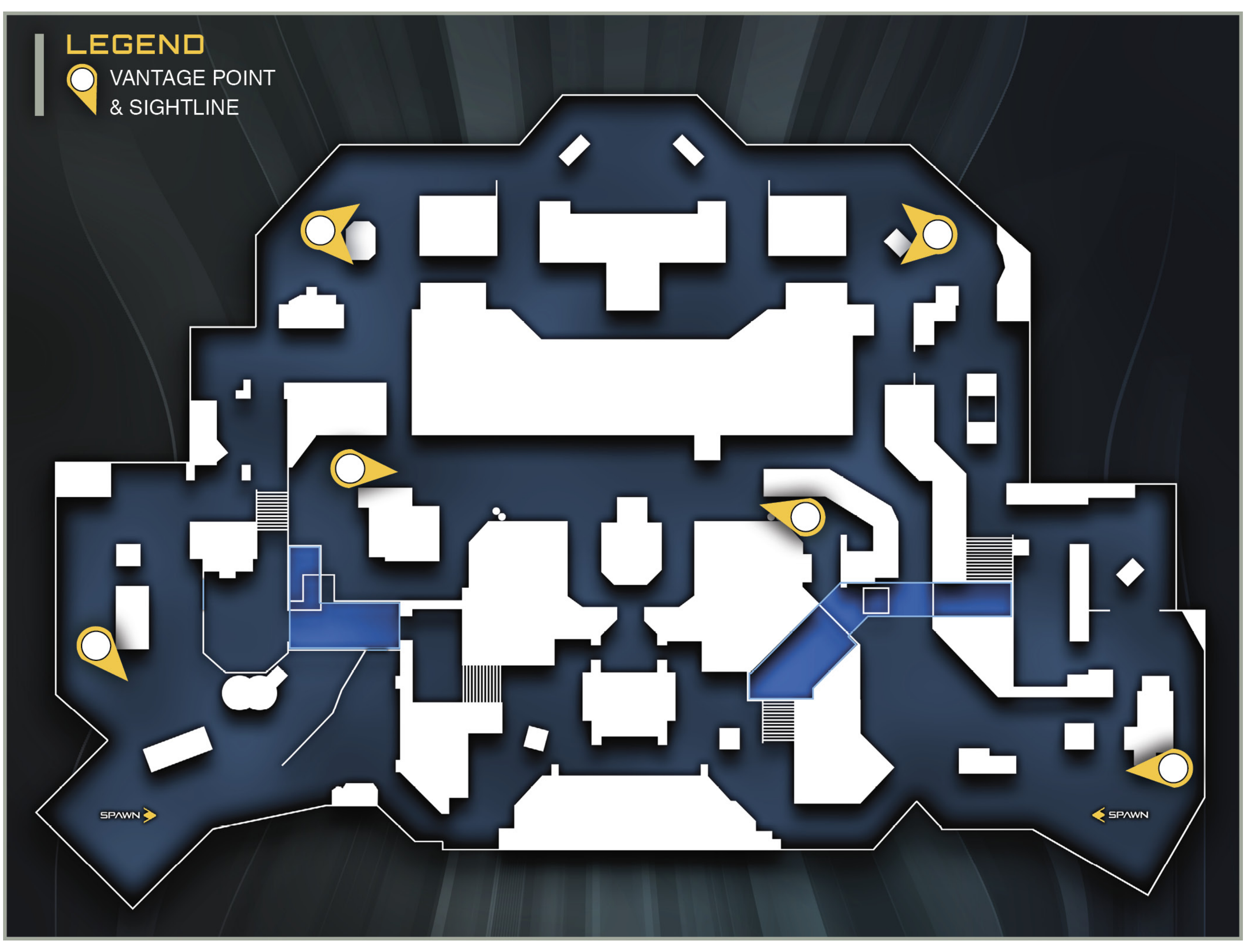
Vantages


LEGEND
VANTAGE POINT
& SIGHTLINE
SPAWN
SPAWN

PSYCHOLOGY

Think about what you're doing when you play a match. We're not talking about quoting from ancient books of wisdom, or applying some abstract mental conditioning. Just simply think about what you're trying to accomplish at any given moment, and what obstacles you face to achieving that goal.

In most combat scenarios, that should be as simple as "How do I win this firefight?" or "How do I reach this objective quickly and safely."

In some situations, it may be a bit more specific, like "How do I reach that one sniper that I know is covering this lane?"

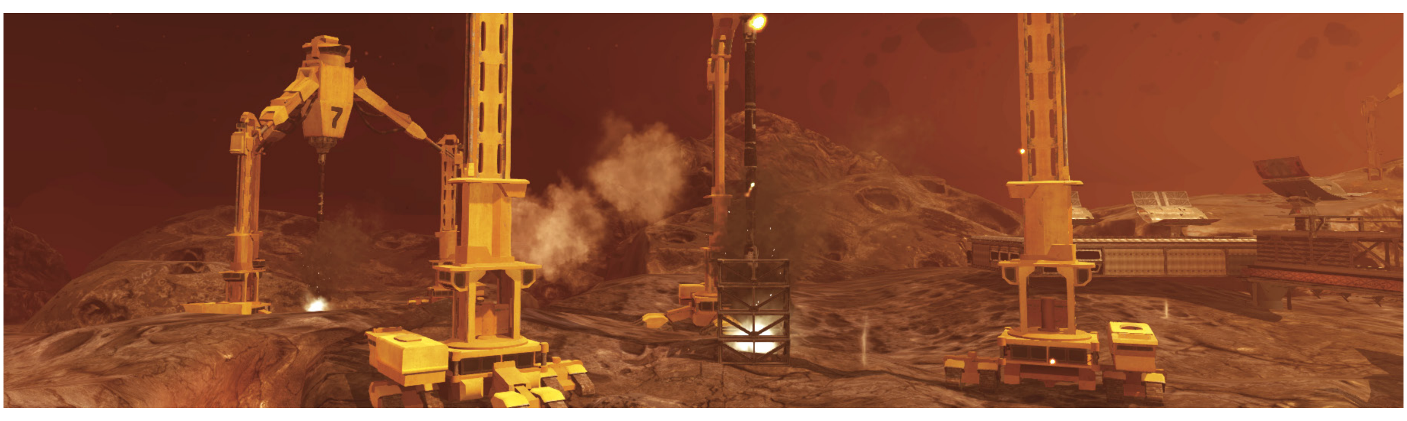
It sounds ridiculously simple, but a great many players in multiplayer don't think about what they're doing on a moment to moment basis.

Watch the initial spawn of your team if you're playing with randoms and not a team of friends. The majority of them immediately sprint in a straight line from their spawn point, toward the enemy team or the main objective, even if there are faster or safer routes in a different direction.

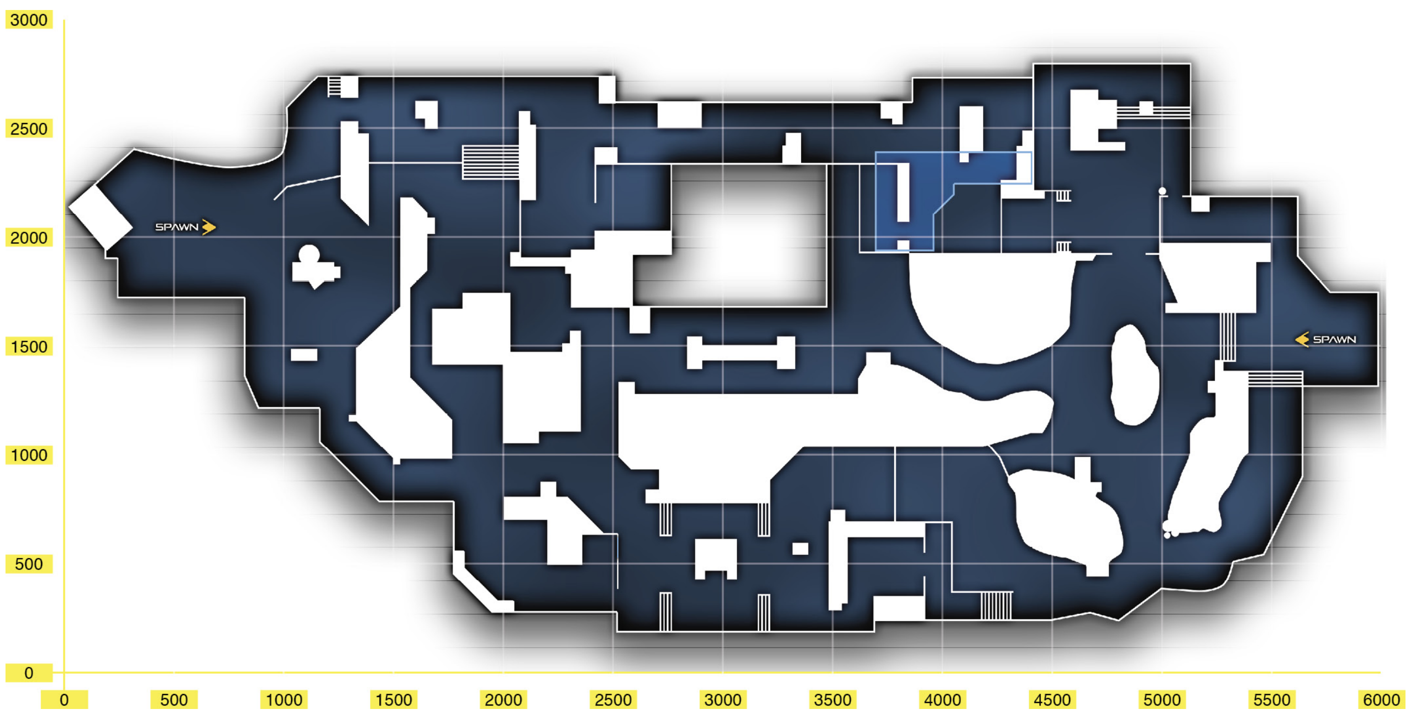
You can exploit this predictability and reactionary gameplay easily. If you move right when they're expecting left, throw a visible grenade and then back off and approach from another angle, or take down an enemy in one position and then rotate to take down his buddy when he comes looking for where you were.

Don't try to get too fancy. You're not trying to fool your opponents with incredibly tricky strategy, but as long as you're actively thinking about the combat situation occurring around you, you're going to be one step ahead of a lot of players.

Scorch



Grid Map



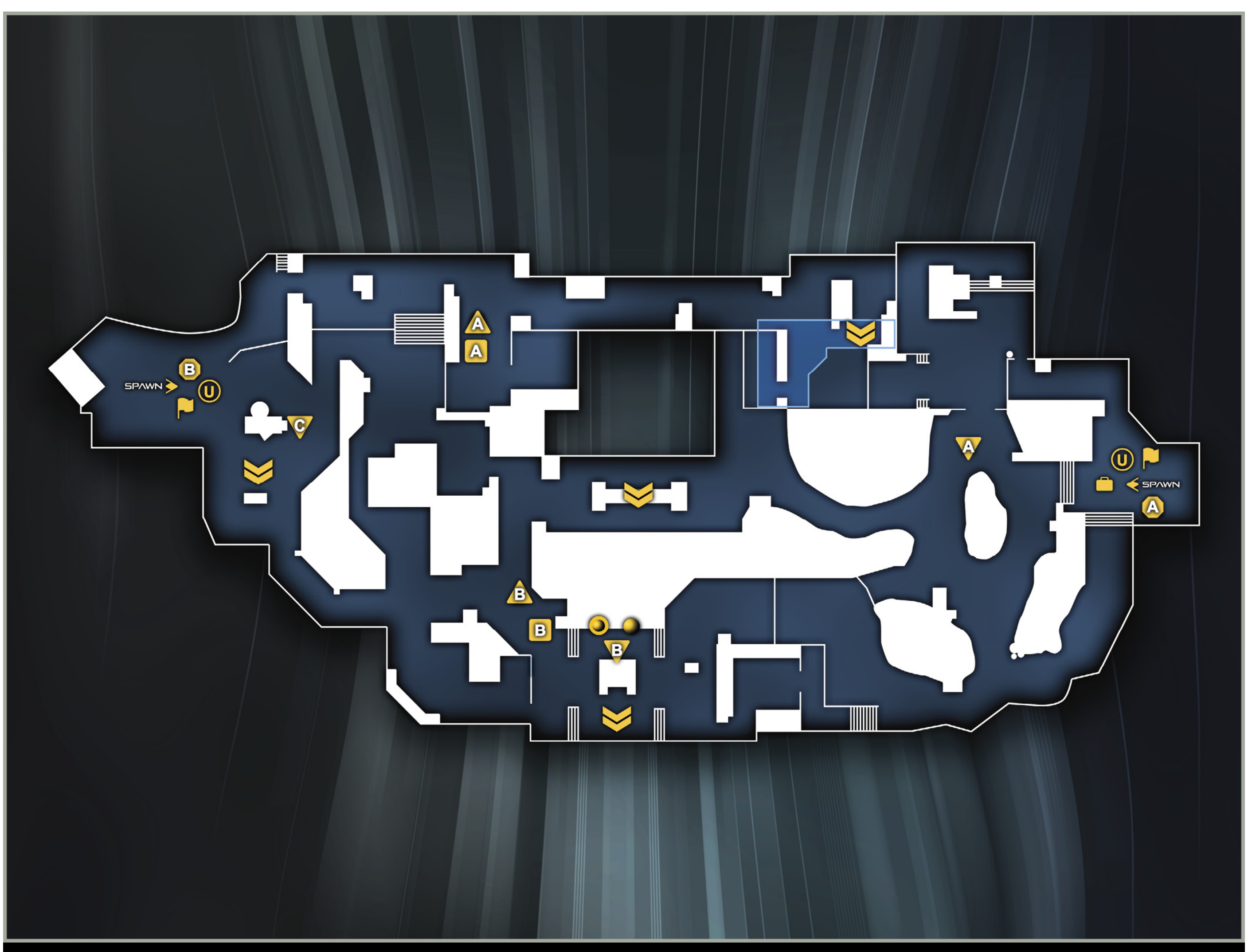
Scorch has a mix of long lanes through the middle and top of the map, with more cover and routes in and out of the areas on the left and right edges.

The central lane is particularly unusual, with a large pit that you can wallrun over, or bypass on the ground to one side. The ground area is dangerous, being both in the center of the map and having only one large chunk of cover that can easily be jumped over.

Other than the central pit area, you can pass through the middle of the map via an upper hallway (be wary of snipers and shooters at either end), or an objective-dense area on the bottom of the map that has a bit more cover.

The outer edges on the left and right sides of the map both have a mix of routes through them, so be extremely alert if you're moving through them alone. It's easy to get flanked and shot at close range.

Objectives



LEGEND

- SPAWN
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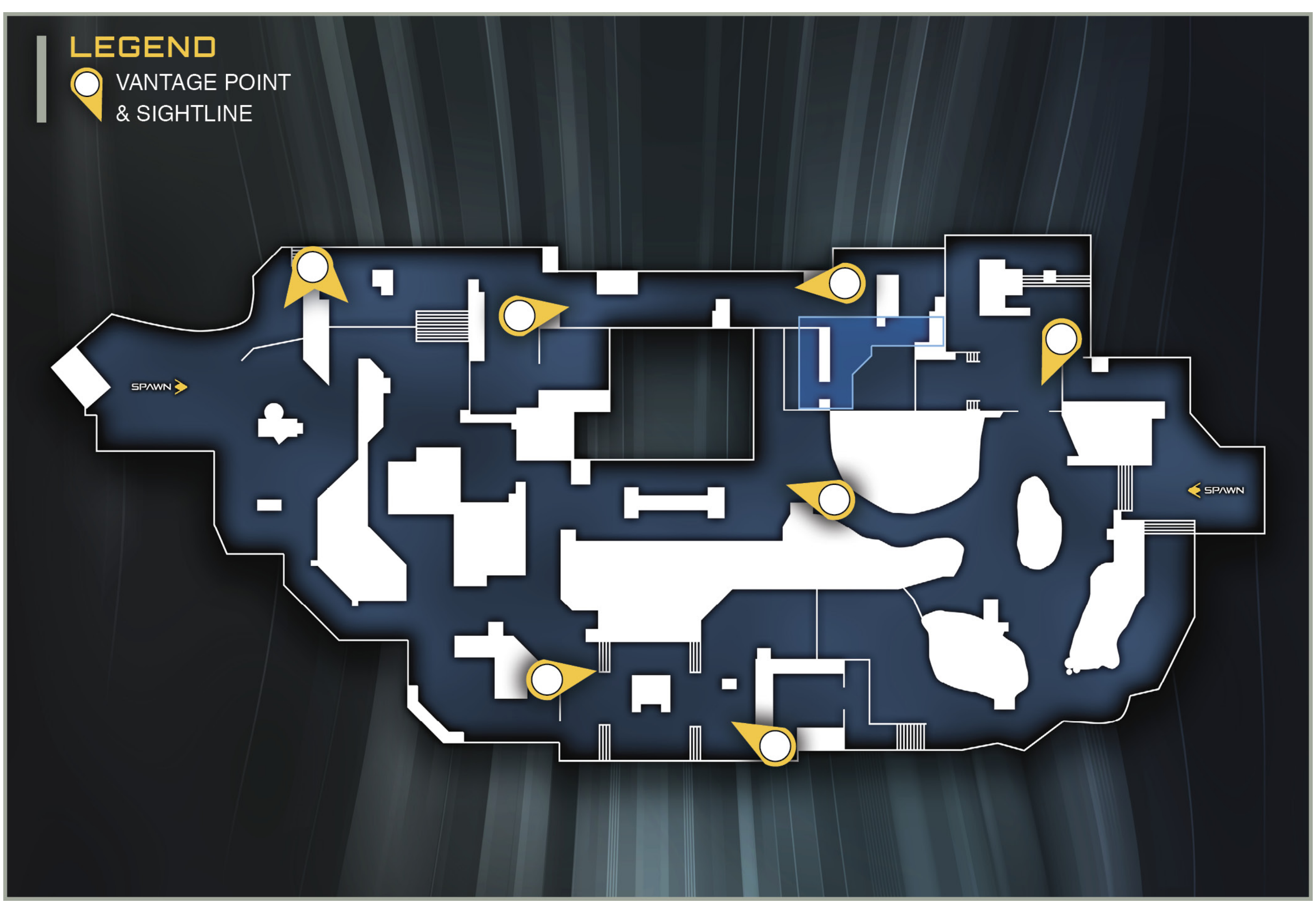
Vantages



SITUATIONAL AWARENESS

Call of Duty gives you lots of tools to locate enemies. Really good players seem to have an almost supernatural awareness of positioning, for both teammates and enemies.

Awareness is a learnable, trainable skill, and it's one of the strongest weapons in your toolbox for fighting and surviving, on any map, in any mode. Use audio cues, visual cues, your HUD, the minimap, voice chat, equipment, traits, perks, and scorestreaks to gather the information you need.

If you're very new, absorbing the flood of information can be overload, and you may simply tune out clues that might have saved your life. That's ok. Try focusing on one aspect at a time. For instance:

Use your minimap heavily if checking it constantly isn't already second nature. Take Dead Silence and Tracker, turn up your audio, and listen carefully for enemies as you move around the map.

Pay attention to HUD icons, such as death markers and objective indicators.

Listen to the announcer. Their audio cues can also alert you to friendly or enemy positions.

Take informational equipment, perks, and Rig loadouts. Use them aggressively and pay attention to what they can tell you.

If you're an intermediate or veteran player, odds are good you already have decent or good situational awareness. In that case, it's more about refining what you can already do.

Pay attention to how spawn flips trigger, so you're already moving if you suspect you're about to be spawned on.

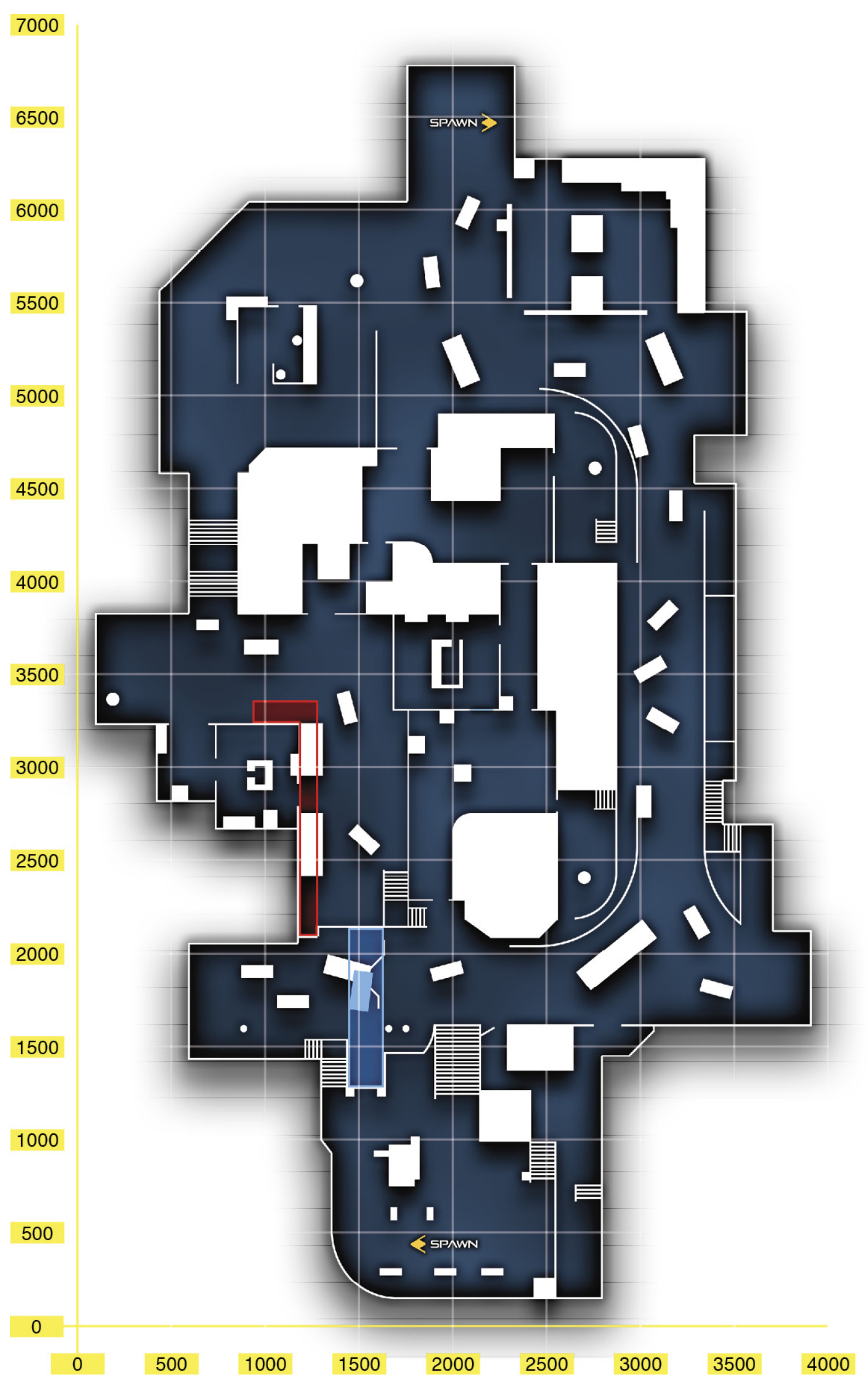
You can use the position of your own teammates and where your team is spawning to predict where enemies are likely lurking. Even if you don't know exactly where enemies are, you should be alert and aware when you are either passing into enemy territory or you suspect an enemy may be lurking nearby.

CALL OF DUTY
INFINITE WARFARE

Multiplayer Maps

Retaliation

Grid Map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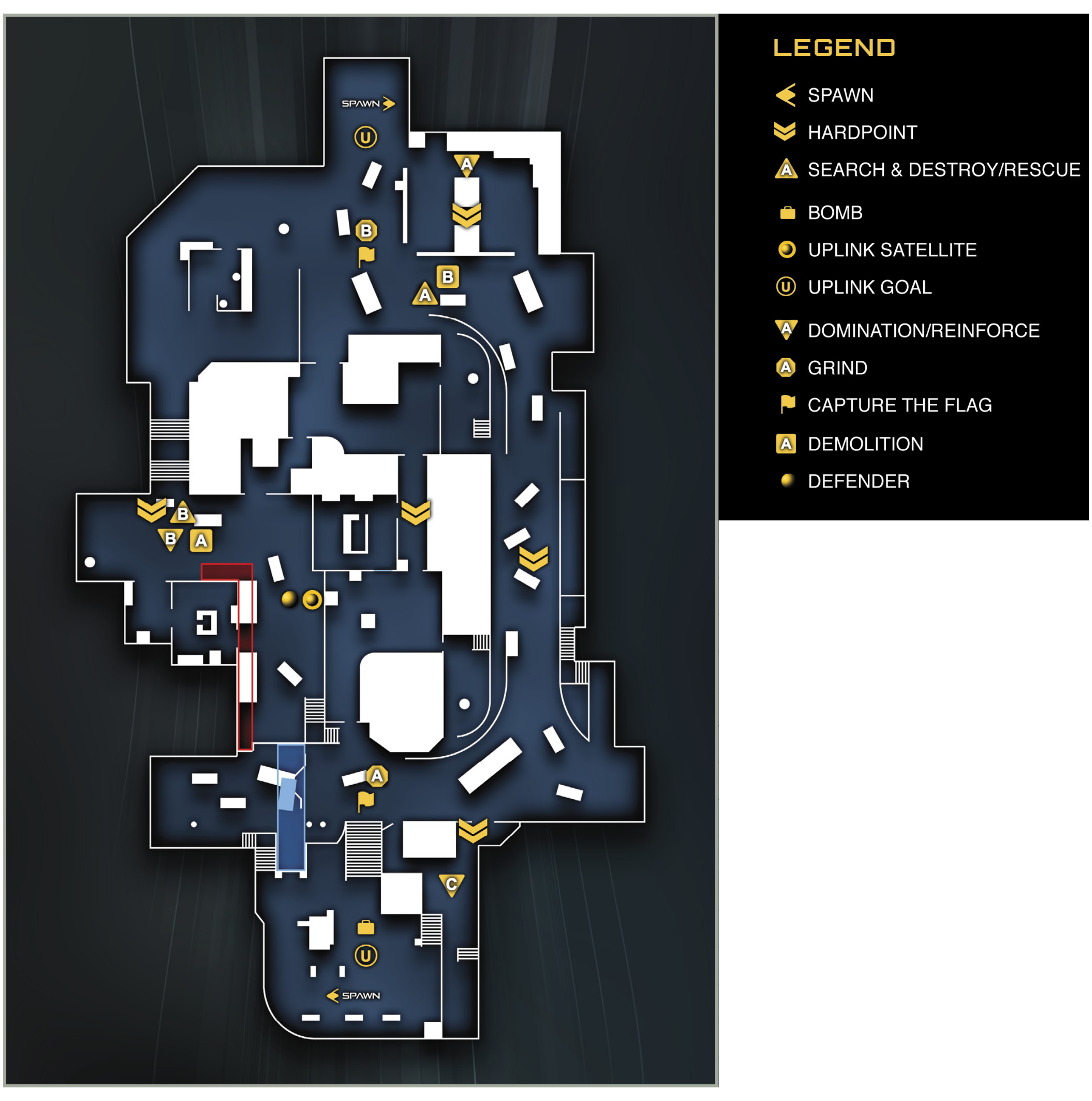
Retaliation takes place in what would be a peaceful town and hotel, if it weren't for the warzone that has erupted around it. Blasted out buildings and abandoned cars on the streets provide a mix of cover and interior areas to battle over.

The central hotel can be used to traverse the map to any point, but be wary inside—cover is limited and with so many routes in and out, it's a very dangerous place to wait.

There are two ways around the hotel outside: a raised road with a lot of cars for cover, and a second street at a much lower level. Because the lower street is at a lower elevation, it's at risk from shooters at a higher angle in multiple positions. Don't walk out in the open on the street. Instead, use the edges and construction scaffolding on one side to move through it quickly.

The top and bottom of the map are also distinct. One side is a mix of open areas with hard cover separating them. The other is a blasted out building and an open dock area below it that connects to the lower street portion of the map.

Objectives


LEGEND
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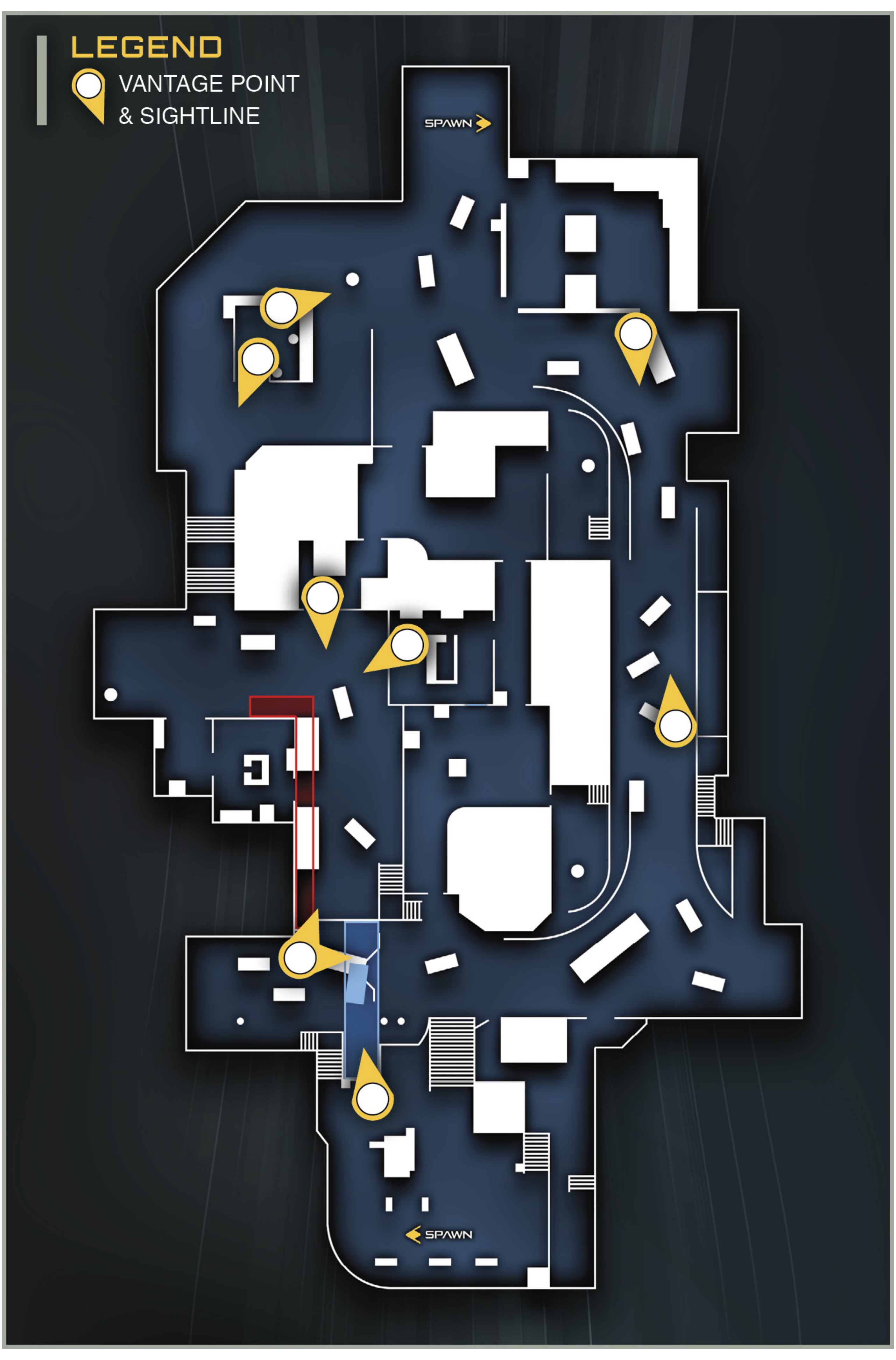
HARDPOINT
SEARCH & DESTROY/RESCUE
BOMB
UPLINK SATELLITE
UPLINK GOAL
DOMINATION/REINFORCE
GRIND
CAPTURE THE FLAG
DEMOLITION
DEFENDER
SPAWN
SPAWN

Vantages


LEGEND
VANTAGE POINT & SIGHTLINE
SPAWN
SPAWN

USE *EVERYTHING*

Besides just being plain fun, it's really good practice to experiment with everything in the game. That means all weapons, all Rigs, all equipment, all perks, all attachments, all scorestreaks. It's a long list. This isn't an overnight project. Rather, it's something to work on over the course of weeks—or months!

Play with all of your options, especially if you think of yourself as a long range or short range only player. Spending some time sniping or rushing can teach you some valuable skills that are useful regardless of the role you prefer playing in combat.

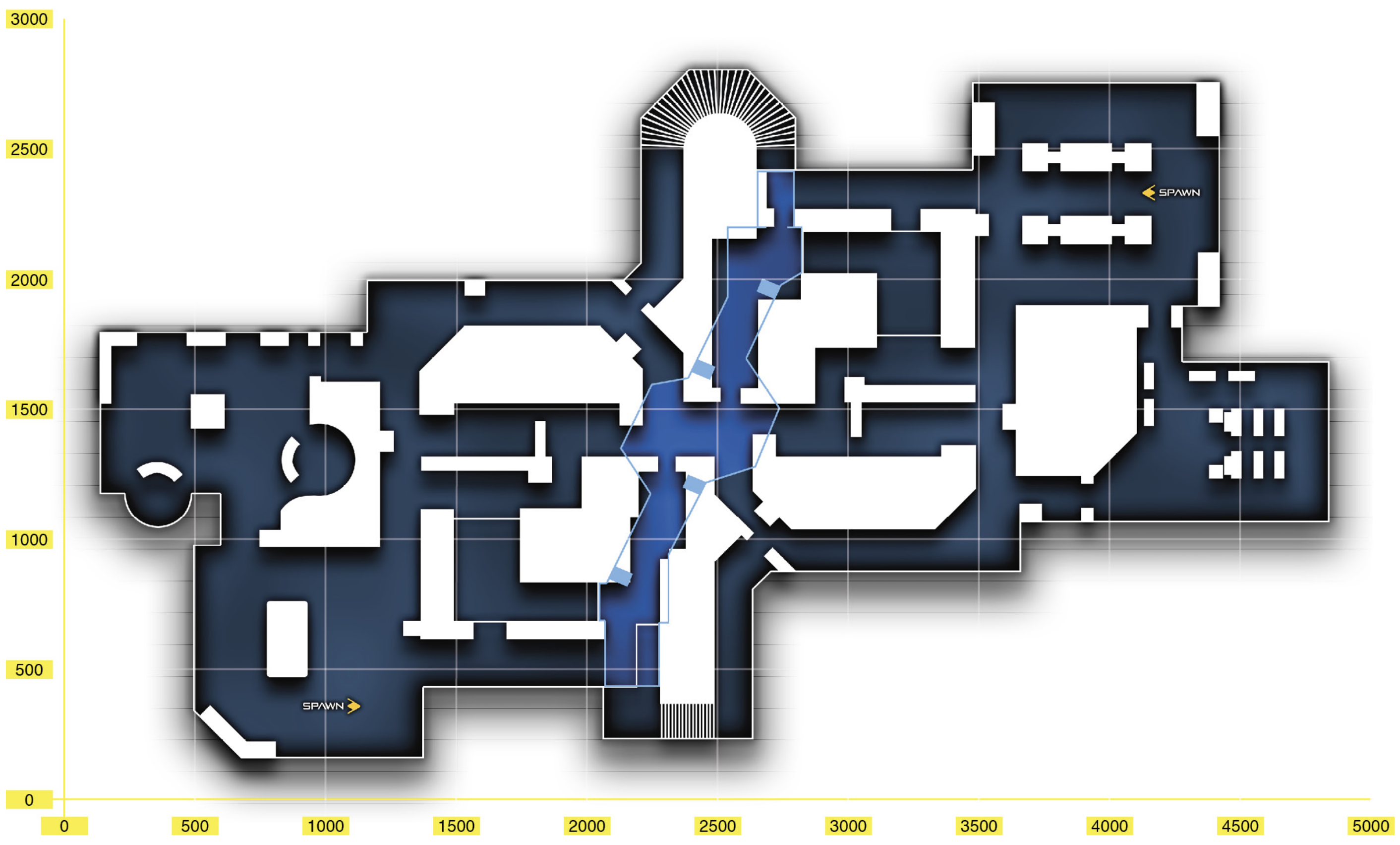
When you put together loadouts, try to find combinations that work well together, particularly for different game modes. If you've never taken an objective using smoke or trophies, do so. If you've never used a bombardment setup with tons of explosives and tactical stuns, try that.

It's fine to settle down with a specific role and set of weapons and gear once you know what you're good with and enjoy using, but don't miss out on the chance to stretch your skills. Learning what everyone else is capable of will aid you when you're up against specific enemy loadouts.

CALL OF DUTY
INFINITE WARFARE

Frontier

Grid Map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The name of the map might fill your head with visions of open plains, but that's about as far from this map as you can get—Frontier is a series of tight hallways and rooms situated on an orbiting space station.

Frontier is largely symmetrical, with only small differences on the far left and right sides.

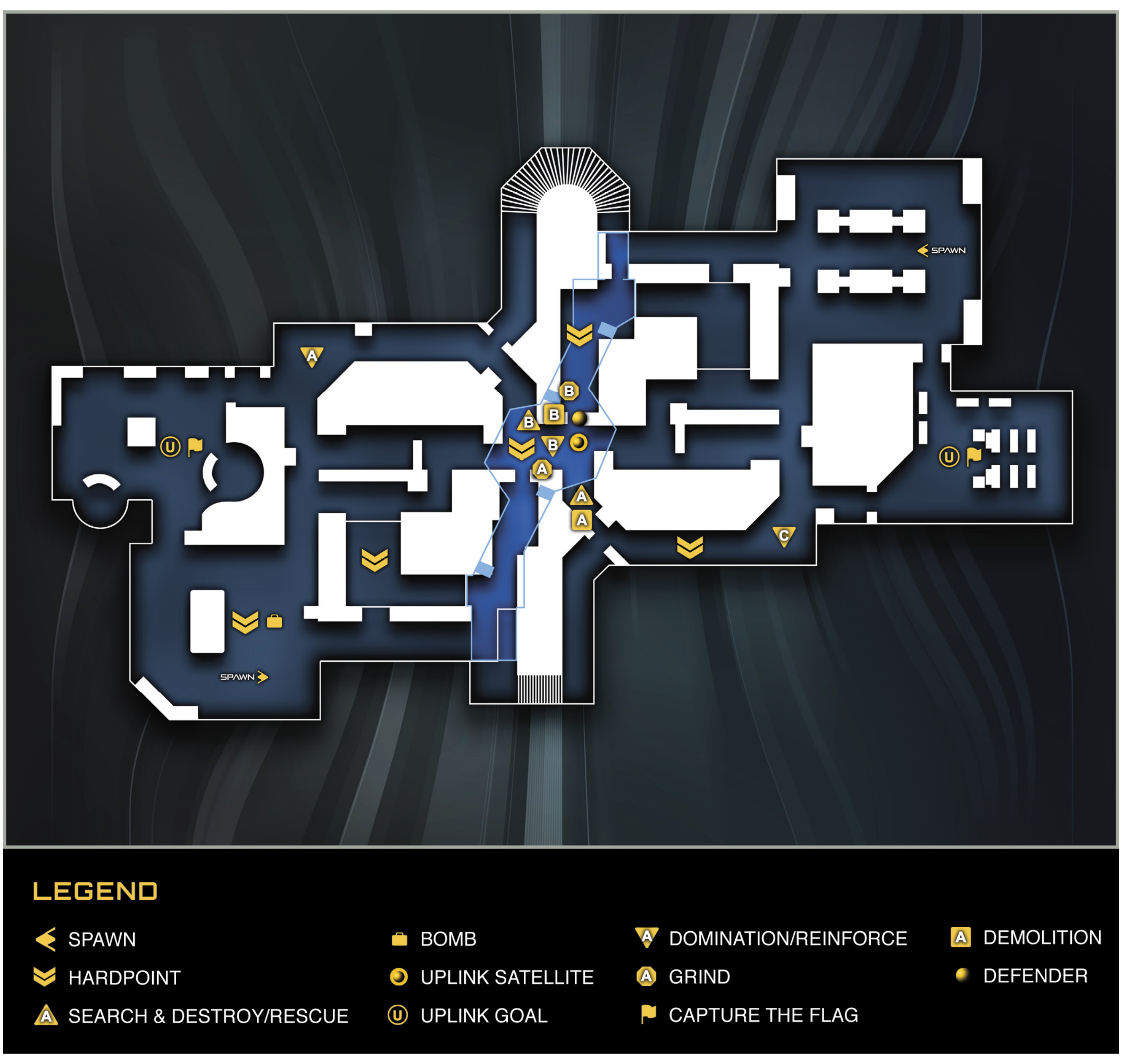
The center of the map is a mix of crisscrossing hallways, with a diagonal hallway that travels beneath the main upper hallways.

There are a few points where you can jump up from below to the upper hallways, so be wary of enemies moving beneath you and getting behind you if you don't spot any movement in the upper halls.

Cover in the hallways is limited, and marksmen or snipers at the ends of them can cause you a lot of grief, so don't dally in the open. Move with purpose to your destination (or have such a weapon in your hands so *you* can cover the long sightlines).

The outer edges of the map are a series of comparatively larger rooms. They aren't exactly massive, but they give a bit more breathing room than the tight halls through the middle of the map. Use the pillars and walls as cover when sweeping through them.

Objectives


SPAWN
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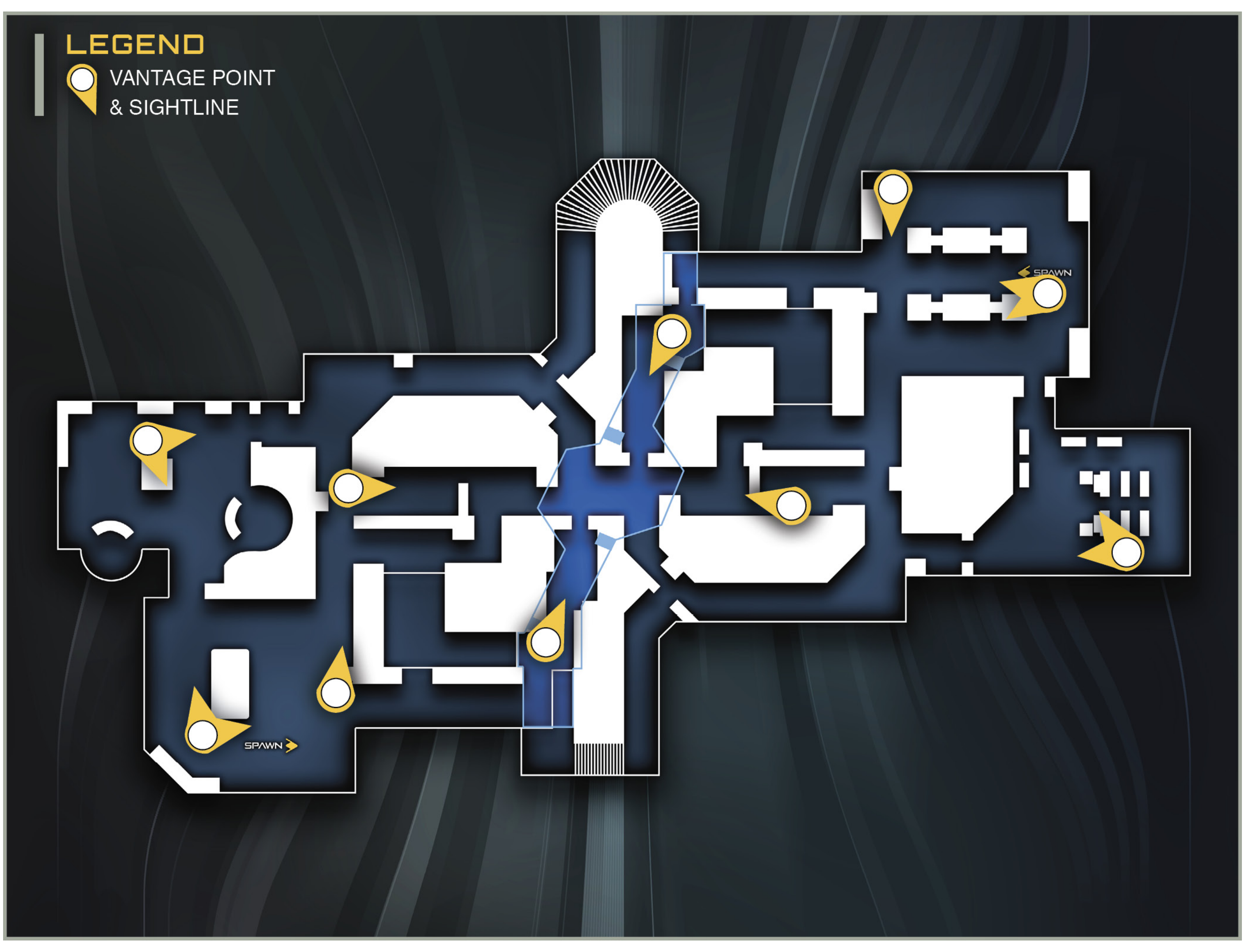
LEGEND
SPAWN
HARDPOINT
SEARCH & DESTROY/RESCUE
BOMB
UPLINK SATELLITE
UPLINK GOAL
DOMINATION/REINFORCE
GRIND
CAPTURE THE FLAG
DEMOLITION
DEFENDER

Vantages


LEGEND
VANTAGE POINT
& SIGHTLINE
SPAWN
SPAWN

THERE'S ALWAYS A PAIR

Whenever you take down an enemy player, always, always, always assume his buddy is coming to finish the job.

This is why sprinting carelessly is dangerous, why constantly reloading can get you killed, and why staying stationary after a kill is a bad idea.

An enemy can detect you by hearing you shooting (even if you have a suppressed weapon), by seeing bullet tracers, by seeing their teammates dot disappear, by seeing the death marker, by talking on voice chat, or by detecting you with any number of perks, traits, equipment, or scorestreaks.

The long and the short of it is that taking down an enemy is almost guaranteed to attract the attention of a second (or third!) enemy within a few seconds of a kill, and you need to be prepared for that.

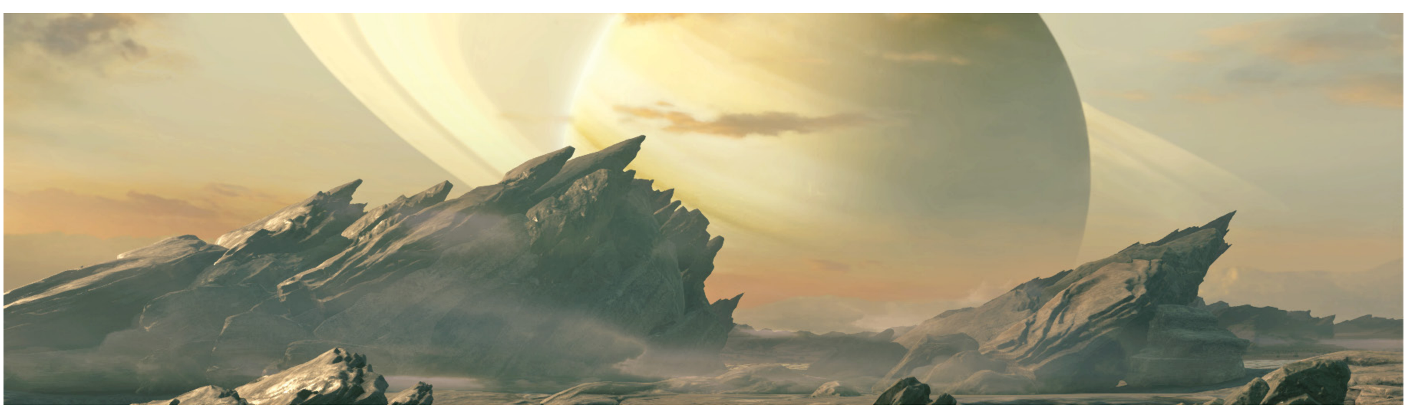
The closer you are to the enemy spawn, the more enemies you can expect to encounter, but even in the midfield (and sometimes near *your* spawn in some objective modes). Don't ever be surprised to encounter a follow-up enemy.

When you're very close to the enemy spawn and you see an enemy run by, you may want to wait, rather than taking the easy kill. Odds are good you're going to see another one or two players sprint past just a moment later, and as long as you're concealed with a stealth loadout, taking down two or three enemies from behind is a better deal than downing the first and dying to the sprinting teammates behind them.

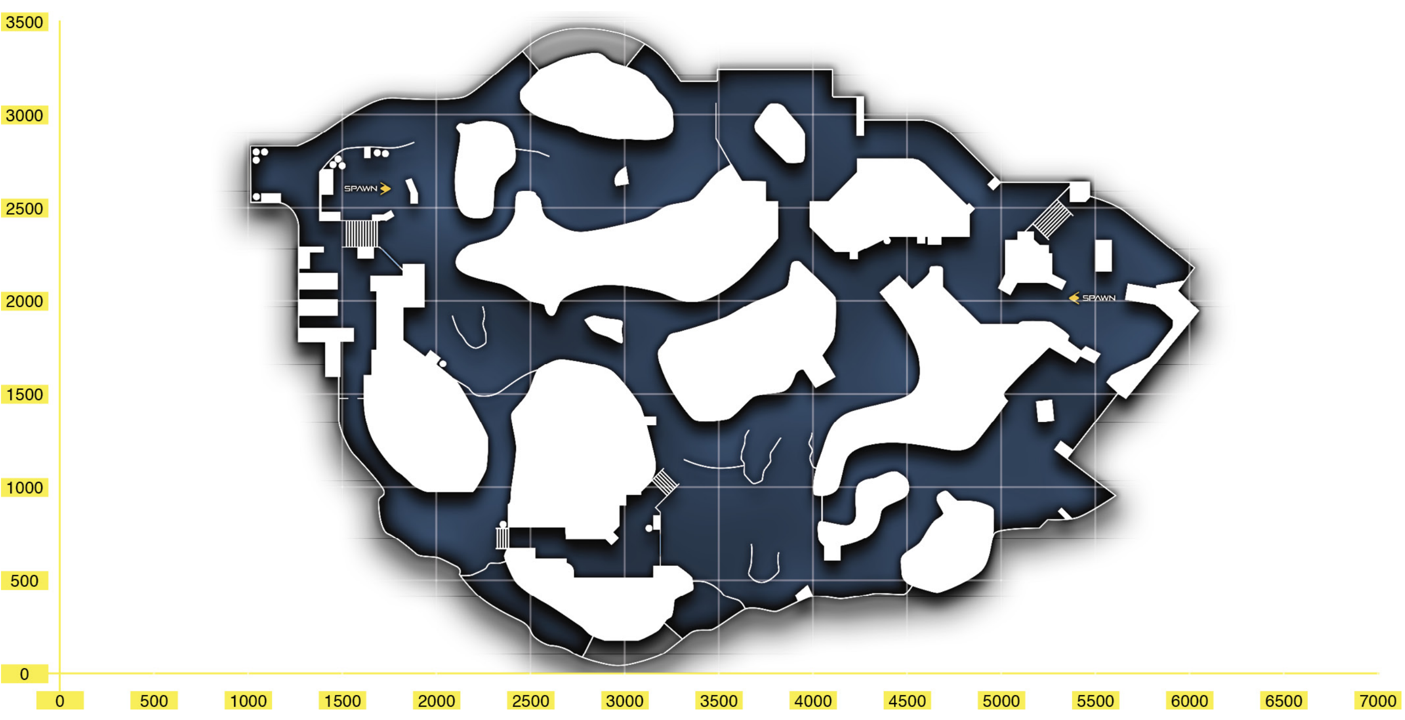
CALL OF DUTY
INFINITE WARFARE

Multiplayer Maps

Grounded



Grid Map



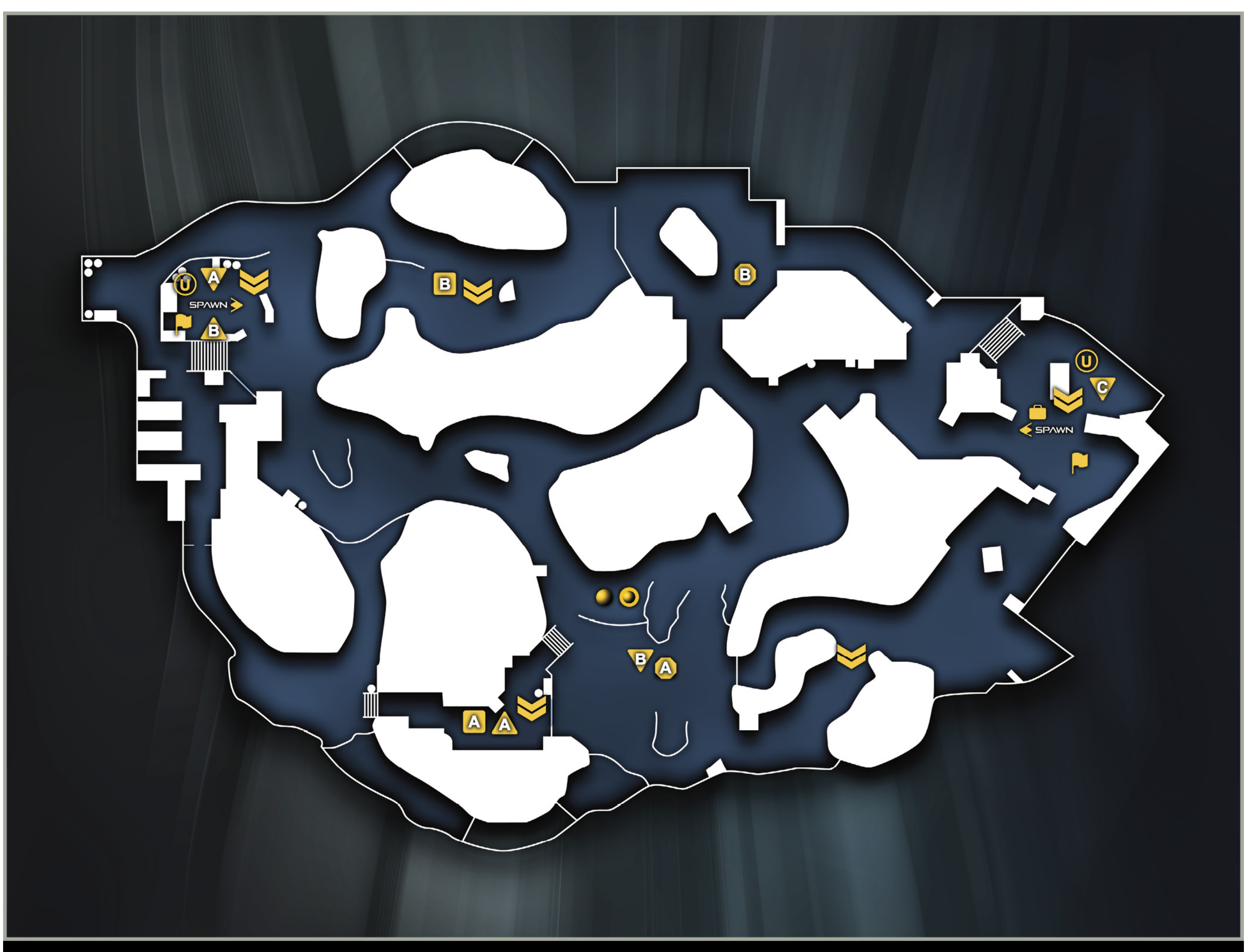
Grounded takes place in and around the remains of a massive crashed SDF destroyer. One side of the map covers the interior of the ship, while the other is out in the open, with a few small buildings nearby.

The outer areas are rocky—sort of miniature canyons—and have little in the way of cover. Stay alert for enemies coming into view. There aren't a lot of sharp corners either, mostly naturally curving rock walls, so almost all passage through the rocky areas is dangerous.

It's possible to fight at a distance by covering those rock lanes, and medium-range setups fare well here. There are plenty of lanes to cover easily and only a few areas where CQC weapons can really be forced (mostly on the edges of the level and in the building interiors).

The B Domination point area near the center of the map is a real killing field, with multiple routes flowing into it and some very obvious shooting vantage points that are likely to be occupied by hostiles constantly. Move through that area cautiously, or avoid it entirely by taking the northern path between the A and C Domination points.

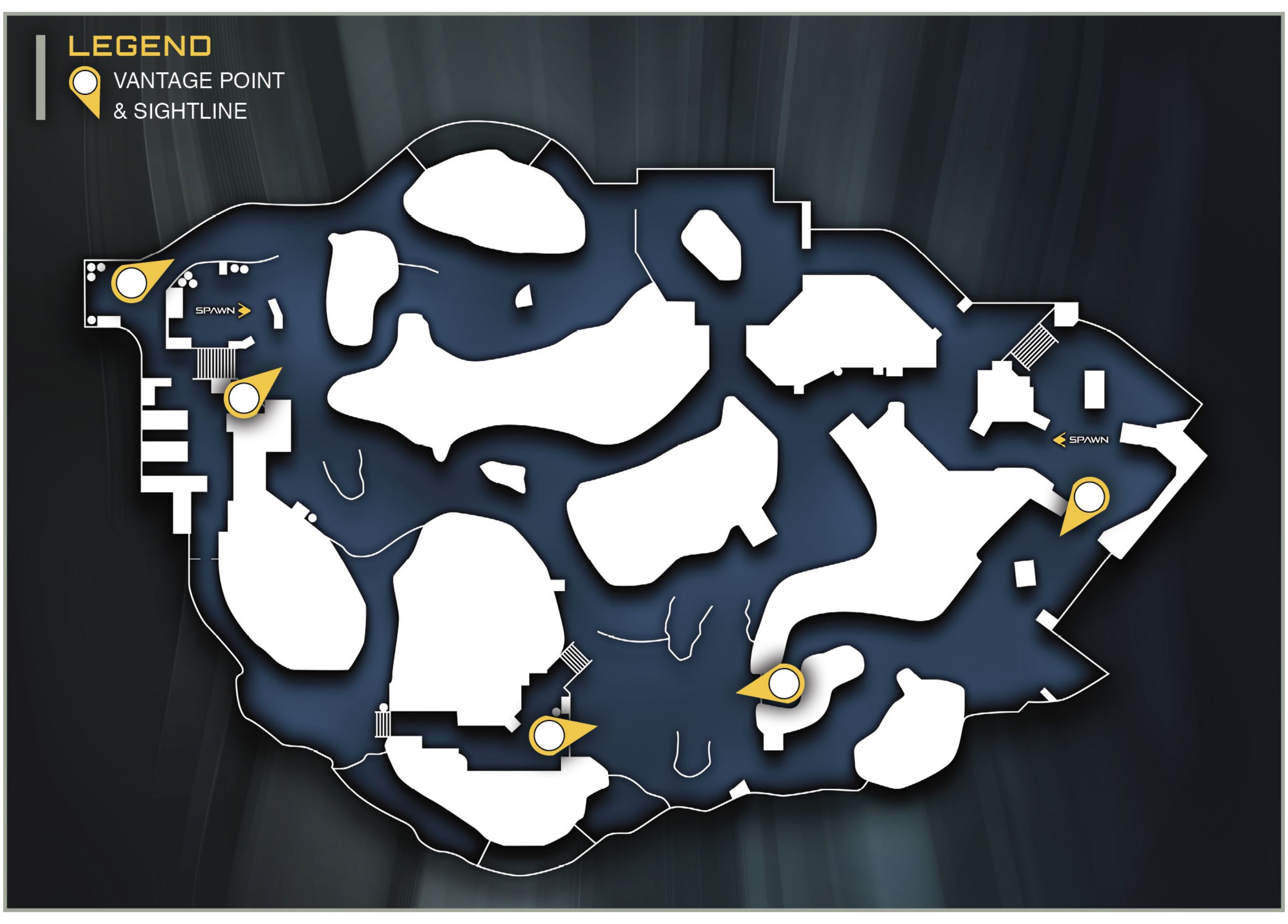
Objectives



LEGEND

SPAWN	BOMB	DOMINATION/REINFORCE	DEMOLITION
HARDPOINT	UPLINK SATELLITE	GRIND	DEFENDER
SEARCH & DESTROY/RESCUE	UPLINK GOAL	CAPTURE THE FLAG	

Vantages



SLOW DOWN

It seems counter-intuitive that you should want to move slower in a game as fast paced as *Call of Duty*, but it's true.

With all the sprinting, wall running, sliding, and jumping you can do, it's very easy to move quickly around the map, and also natural to feel like you need to hurry when a timer is ticking down on an objective.

Don't. Stop and slow down. Play a few games where you don't sprint at all. This is a bit extreme, but it's important.

When you aren't sprinting and moving, you're more alert and have a greater awareness of your surroundings. You can hear enemy movement more easily, detect nearby gunfights, and you can bring up the sights on your weapon faster.

Don't let the timer, impatience, or (worst of all) an enemy making you angry dictate your pace. Move carefully and cautiously, assess threats, and eliminate them before moving on.

Part of moving more slowly is understanding spacing and the presence of friendly and enemy players. In a mode like TDM, this can be very chaotic and difficult to predict (though with practice, it's possible even there), but in a mode like Domination or Uplink, it's much easier to guess where likely threats are lurking.

If you stick to areas where your teammates are present to back you up and don't push into enemy territory, it's possible to constantly shift your position and harass the enemy team, without camping in one window, and without aggressively or quickly moving toward the enemy spawn.

It's easy to feel like you're 'wasting time' by playing slow, but which is more effective, scoring 10 slow kills in a row and calling down the fury from high end scorestreaks, or rushing across the entire map from spawn and dying five times in a row? They both take about the same amount of time.

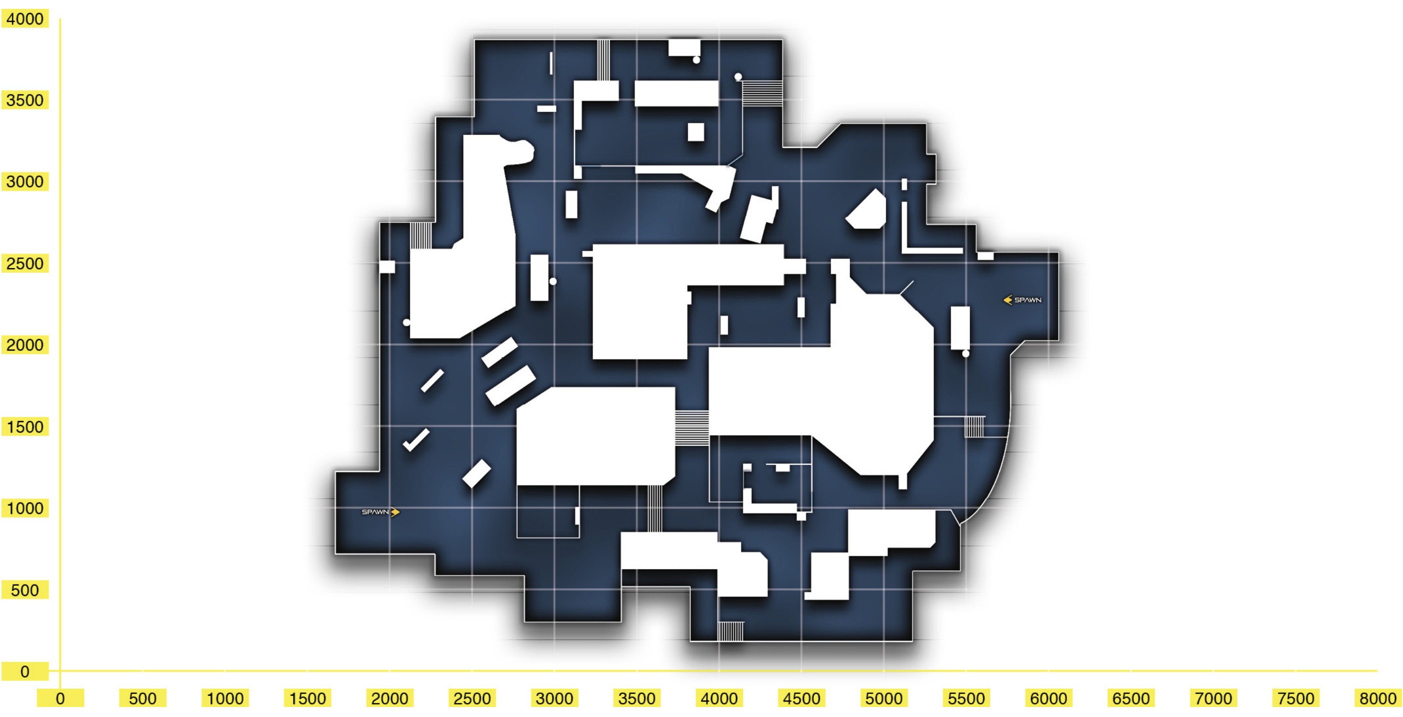
Once you have a better feel for the ebb and flow of a match, you can move quickly and decisively when it makes sense, and know when to slow down and let the enemy come to you.

CALL OF DUTY
INFINITE WARFARE

Multiplayer Maps

Precinct

Grid Map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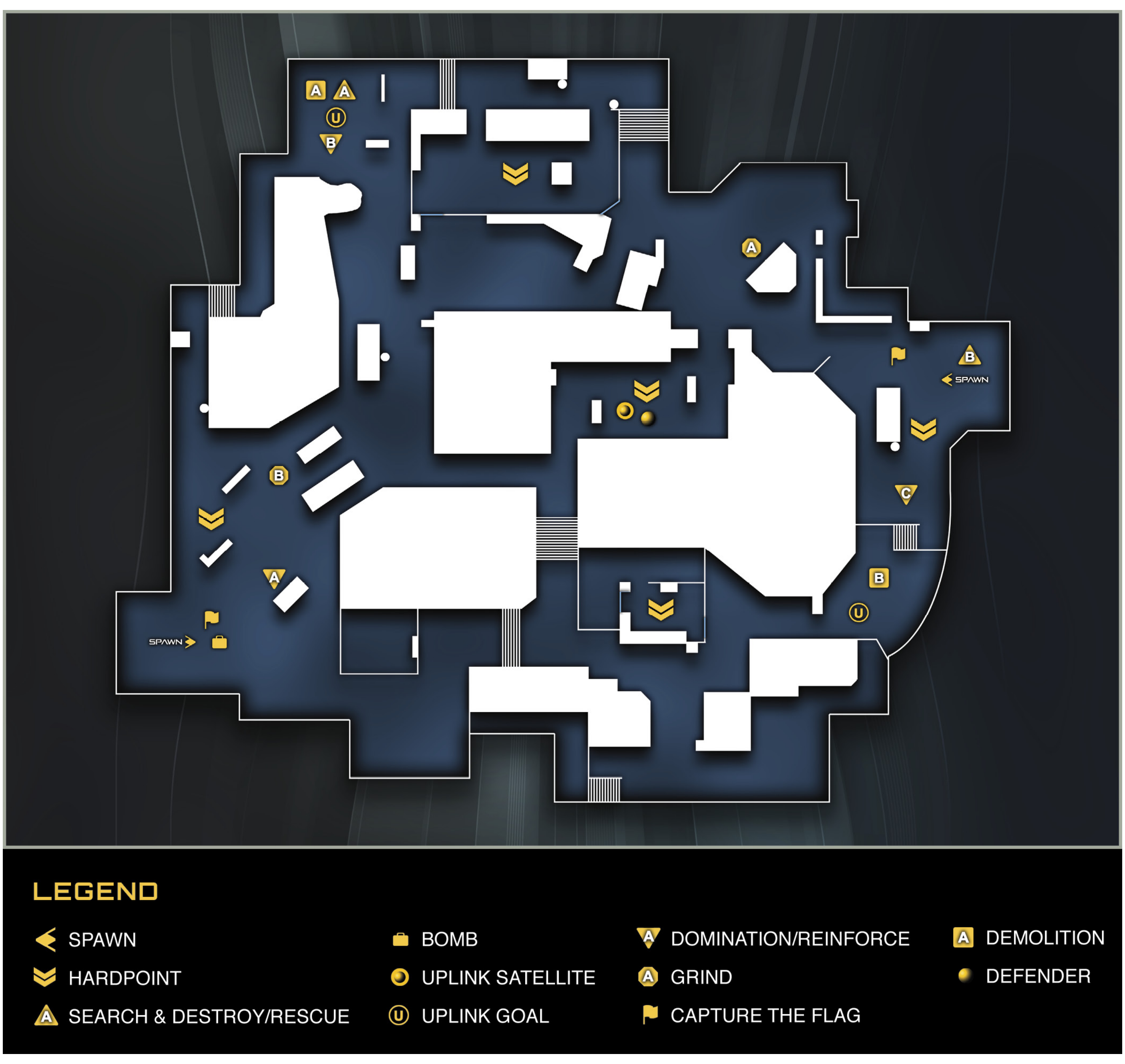
Precinct feels like a classic *Call of Duty* map, set in a downtown city environment, with combat flowing in and out of buildings.

Precinct has a lot of sharp corners, and many semi-isolated hotspot engagement areas. Depending on the mode, you can expect firefights to flare up in almost every part of the level, so get to know the lines of sight and routes in and out of each area.

The central route through the buildings in the middle of the map has almost no cover and no place to hide from enemies, so bring a CQC loadout or avoid passing through it entirely.

There are a number of rooftops and raised halls through some of the ruined buildings around the outskirts. Watch for enemies in elevated positions when moving around the outer loop of the map.

Objectives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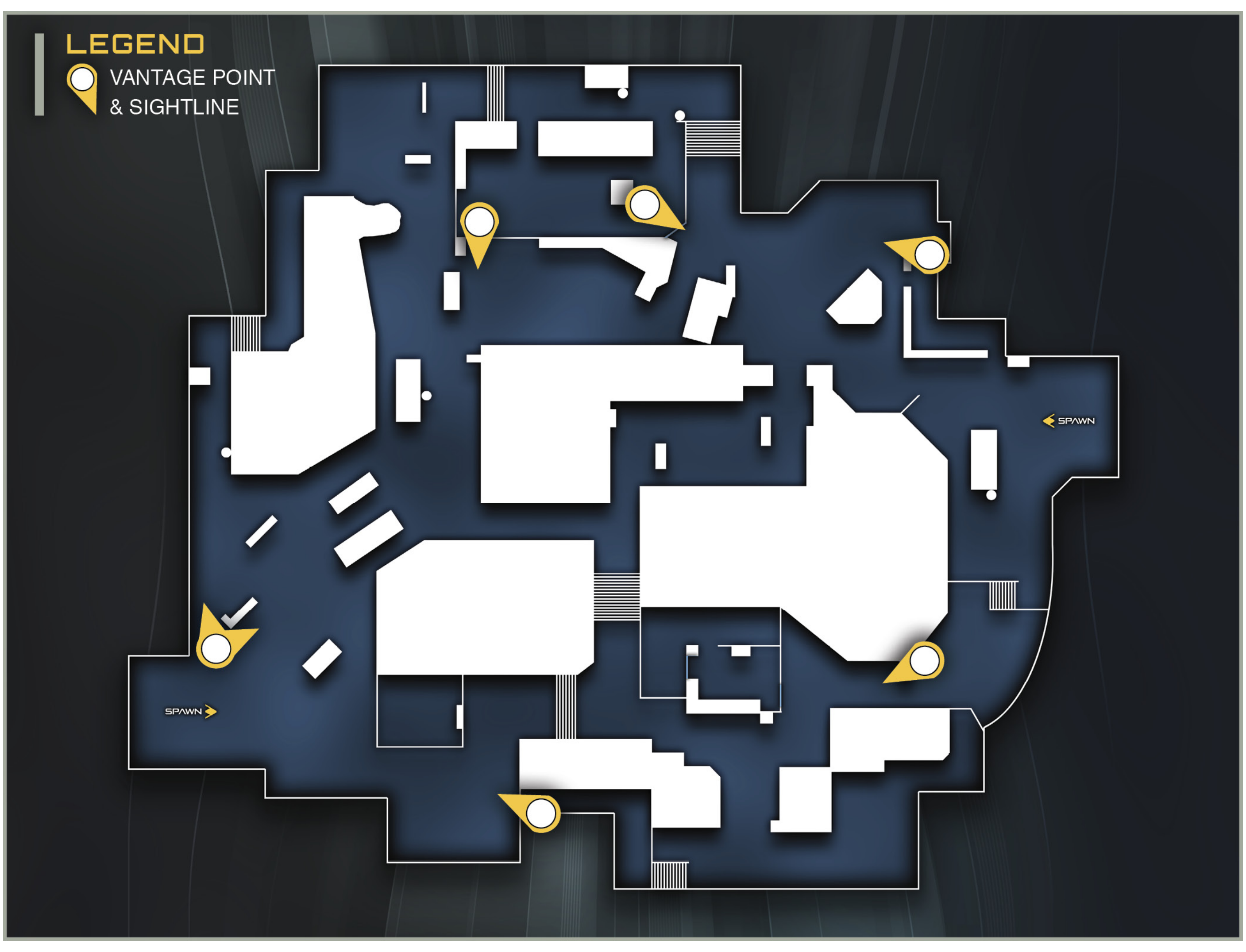
LEGEND
SPAWN
HARDPOINT
SEARCH & DESTROY/RESCUE
BOMB
UPLINK SATELLITE
UPLINK GOAL
DOMINATION/REINFORCE
GRIND
CAPTURE THE FLAG
DEMOLITION
DEFENDER

Vantages


LEGEND
VANTAGE POINT
& SIGHTLINE
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STREAKS

Scorestreaks can be frustrating for newer players. If you have a lot of trouble earning mid to high end streaks, try out the Persistence Rig trait, and make use of the Drone Package streak. As you improve, look at the mid-range streaks, and once you feel really comfortable, make a specific, focused effort to earn high-end streaks.

It's important to remember that simply running UAV and CUAV can be one of the strongest loadouts to support your team and increase your chances of winning. This is true almost regardless of how skilled you are. If you're a great aggressive player, looping informational streaks repeatedly throughout a match gives your team a decided advantage. It's even possible to use them as traps on offense; call in a UAV near the enemy spawn, then rush their spawn while a few freshly spawned players are staring at the sky with a launcher equipped.

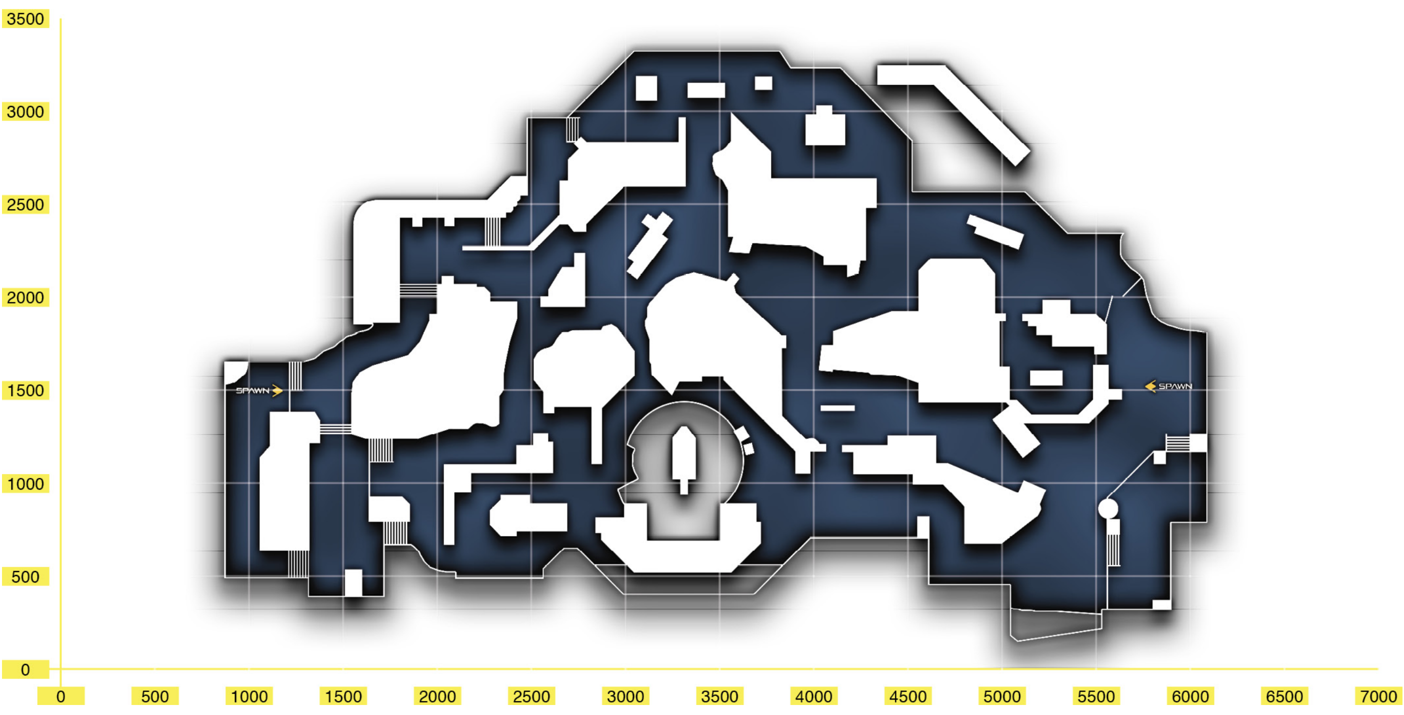
In objective modes, offensive streaks can win games if timed carefully. Use them to clear objective areas before pushing them, or to provide cover for a push or defense. Always keep a loadout with Blind Eye and an FMJ or Ram Servo equipped LMG and a launcher around. If you're playing solo or with a small group and the enemy team starts calling in the heavy firepower, you need to take it down yourself.

As a general rule, it's easier to earn expensive streaks playing more defensively and passively. It's absolutely possible to earn them while rushing and playing aggressively, it's just harder. Regardless of where your personal skill level is, just remember to use streaks that fit that skill level. Consistently earning streaks (any streaks!) is far better than having three streaks slotted that you rarely earn.

CALL OF DUTY
INFINITE WARFARE

Frost

Grid Map

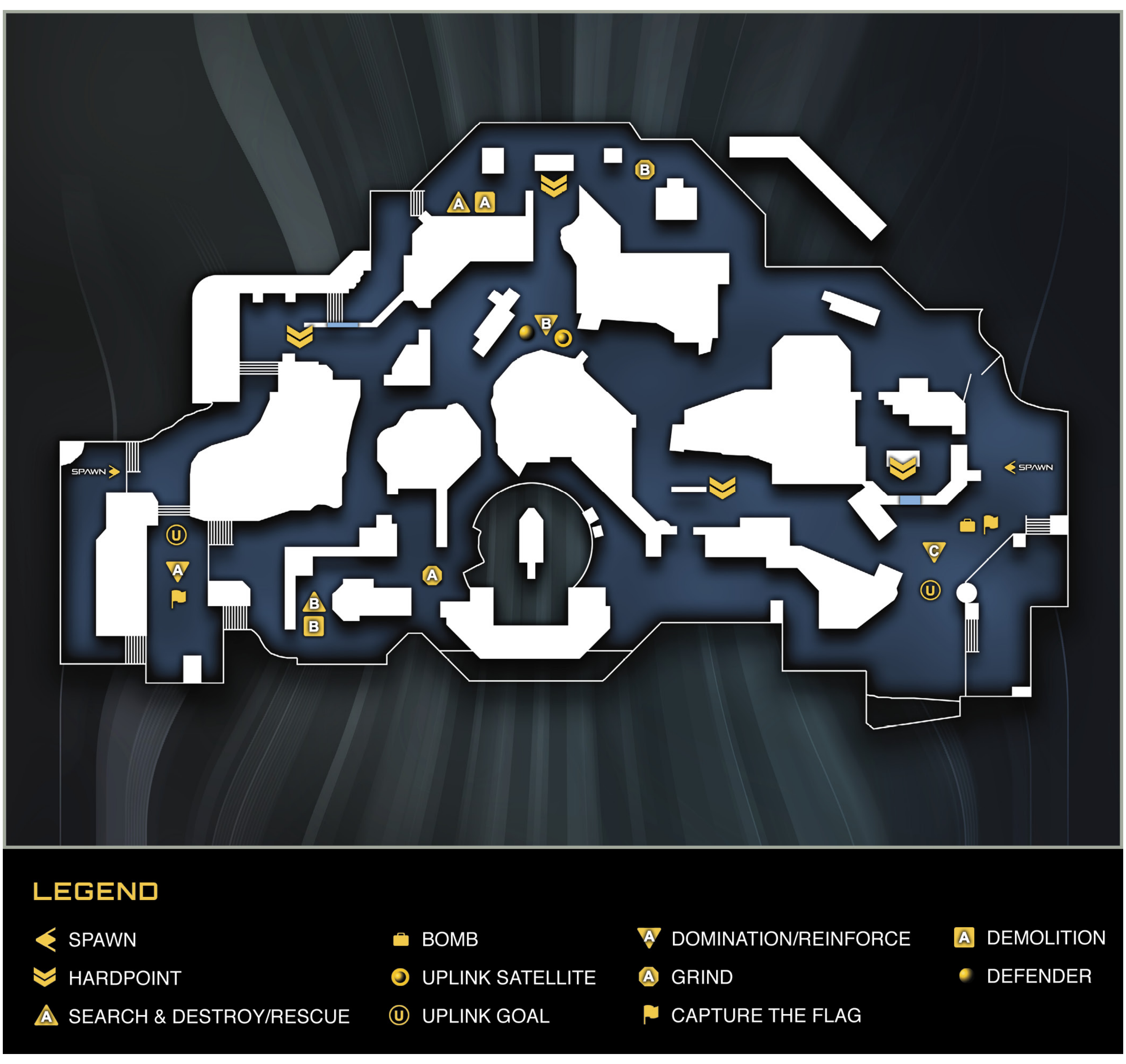


Frost has an odd flow to it. All three of the routes through the middle of the map are either congested or very easy to cover from both ends. Consequently, moving through the center of the map is even more dangerous on this map than it is on most other levels.

The left and right sides have a distinct mix of terrain, with icy hallways and buildings providing plenty of options for CQC setups to dominate. There are a few longer sightlines through the middle and at the edges of the level, but not many, and you must be aware of your surroundings if you spend too long in one area and start attracting angry retaliation for camping with a longer range setup.

Informational perks, equipment, streaks, and Rig setups shine on this level. You need to know who is nearby and where they are to avoid being surprised. No matter which lane you choose to fight in, there is likely a flanking route nearby that you can't watch directly.

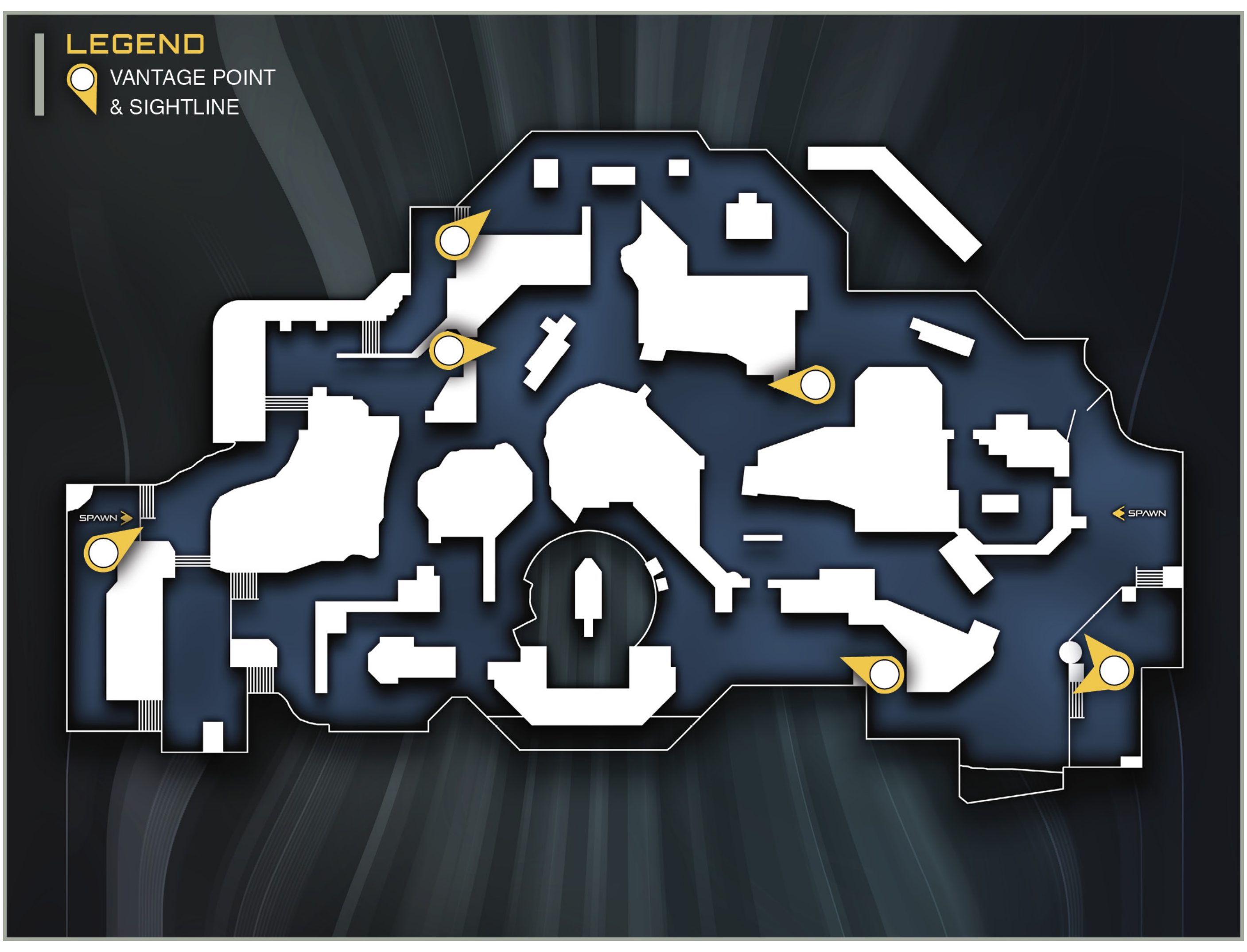
Objectives



LEGEND

- ❮ SPAWN
- ⌄ HARDPOINT
- ▲ SEARCH & DESTROY/RESCUE
- ■ BOMB
- ● UPLINK SATELLITE
- Ⓤ UPLINK GOAL
- ▼ DOMINATION/REINFORCE
- Ⓐ GRIND
- ⚑ CAPTURE THE FLAG
- Ⓐ DEMOLITION
- ● DEFENDER

Vantages



OFFENSE

Playing aggressively tends to be most new players' default play style, but ironically, playing aggressively and *effectively* is actually one of the harder roles you can play in the game. It's easy to go even (or worse), if you're constantly dying and rushing the enemy spawn. Given how simple it is to die to a follow-up enemy after taking one down, consider how the risk is magnified if you're always near the enemy team's primary spawn location. That said, it isn't impossible to play aggressively and effectively, far from it, but you need to be playing sharp, alert, and aware to excel.

Close range weapons and stealth loadouts tend to work best for aggressive play. You need a fast handling weapon with a low time to kill. Range tends to be less of a priority if you plan on being physically close to the enemy team most of a match.

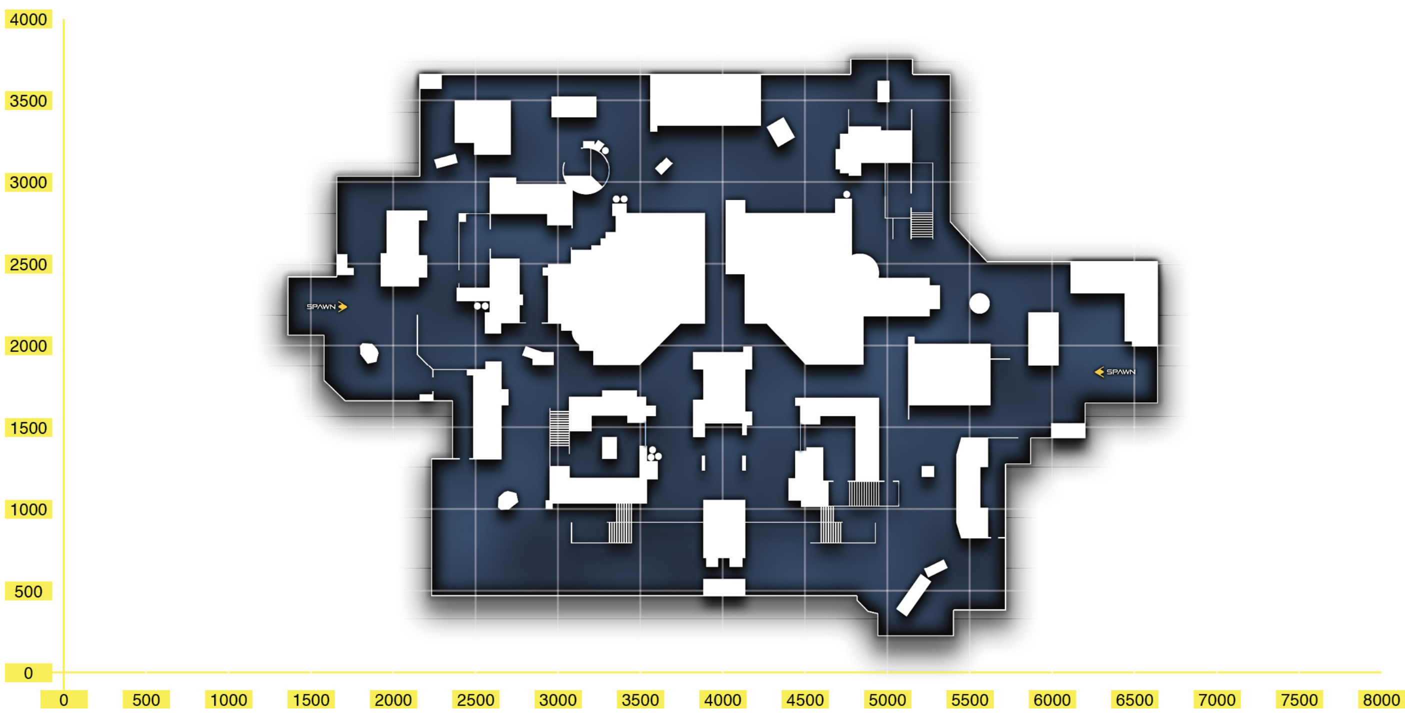
On some levels, a mid-range weapon can be effective, as well, if the sightlines are generally too long for a short range gun to be effective. Stealth is also important. It's possible to survive for extended periods of time near the enemy team without a stealth setup, but it's that much harder.

You also need keen map knowledge and excellent situational awareness, because you need to know where the enemy is, where it is likely safe to move, and what lines of sight or lanes to avoid as often as possible. Even if you're playing with a group (even a full group!), playing up near the enemy team the whole match is dangerous, and you are likely to be alone fairly often depending on how far forward you are pushed.

Finally, your movement skills need to be on point. You should have full mastery of thrust jumping and sliding. Repositioning rapidly while near the enemy team is vital, and you need every edge you can get if you're going to engage multiple enemies back to back with regularity.

Throwback

Grid Map



A classic city in a very modern space station, Throwback is roughly symmetrical, with similar paths in and out of the center to either side.

There are slight differences in the layout of the left and right edges of the map, though all of the primary routes through the middle of the map can be covered by an enemy sniper or marksman waiting in a window.

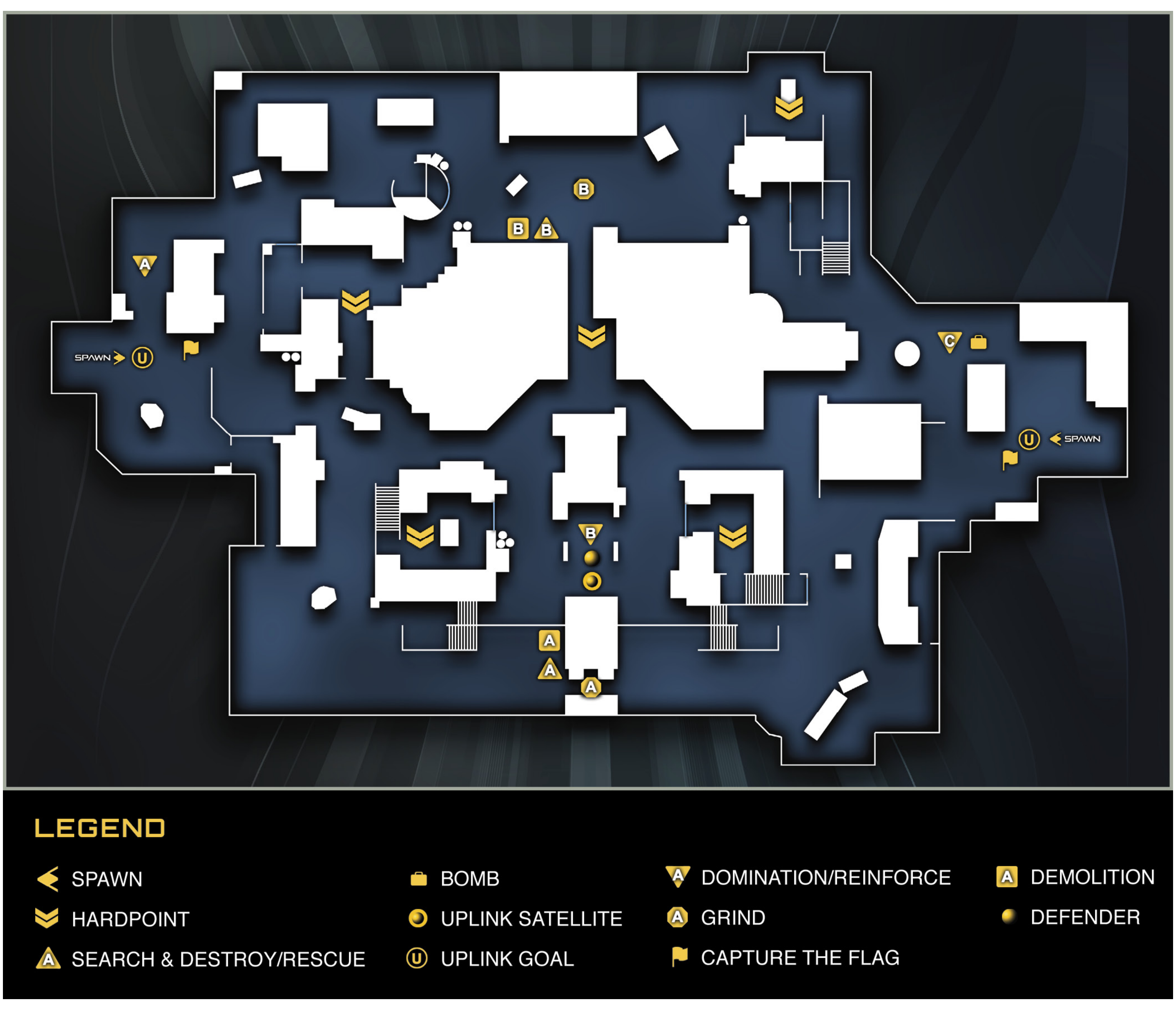
As a result, pay close attention to which routes the enemy is focused on covering (because odds are no matter which mode you're playing, there's going to be someone up in a window on one of the routes).

It's possible to slip through the center using the available cover and different pathways, if you're focused on getting to grips in CQC.

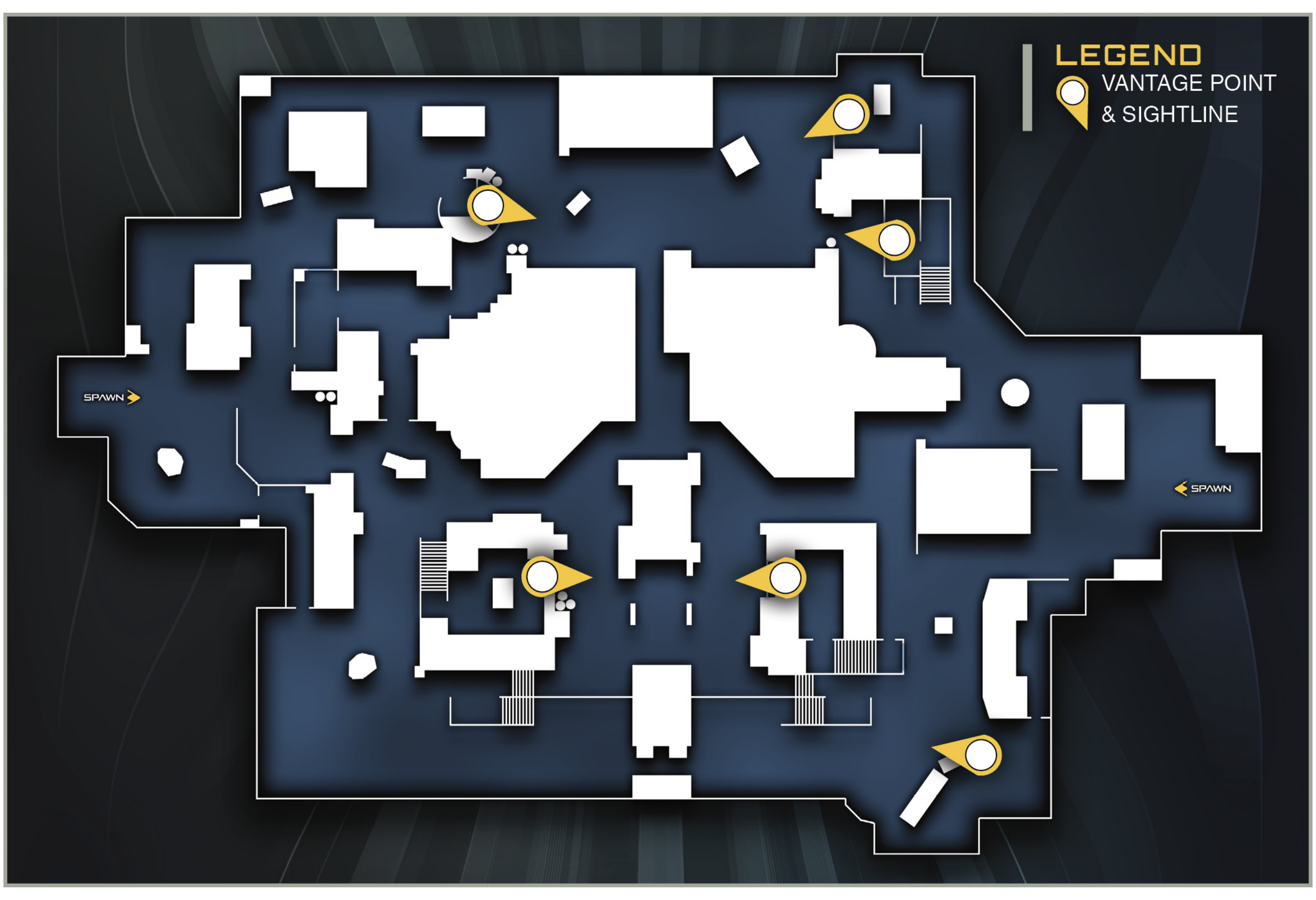
If you prefer to fight at a distance, be aware that the very obvious window posts are likely to be covered (or at least checked frequently) by enemies, so try not to stay in any one place for too long.

If you can manage to make it through the gauntlet in the center of the map with a CQC build, the outer edges are very favorable to a hit and run playstyle, with plenty of sharp corners and buildings to duck in and out of.

Objectives



Vantages



PSYCHOLOGY, PART TWO

Take responsibility for every death. You didn't die because of lag, or the gun they were using, or the attachments on it, or their perks, or their Rig, or the scorestreak. You didn't die because of the map you're on, or the mode. You didn't die because you were double teamed, or because your teammate didn't support you. You died because you made an error, and someone capitalized on it. You died because you missed your shot, or you were standing in the wrong place, or you should have retreated, or you should have pushed. You died because you reloaded too soon, or sprinted too far, or didn't check the corner.

This is the extreme version of refusing to acknowledge any failure except your own, and naturally, you don't need to play every game like this. Playing *Call of Duty* should be a relaxing way to spend some time with friends, but that said, if you're the type of player who often goes on tilt and gets angry because of what happens in a match, take a moment to calm down.

After any death, don't hammer the respawn button. Instead, take a moment—just a tiny, short moment—and think about why you died, and what got you killed. Figure out what you could have done differently. Even if it's as simple as 'I should have landed that shot' or 'I should have taken a different route,' that's fine. Make a mental note, clear your head, tap respawn, and get back in the fight.

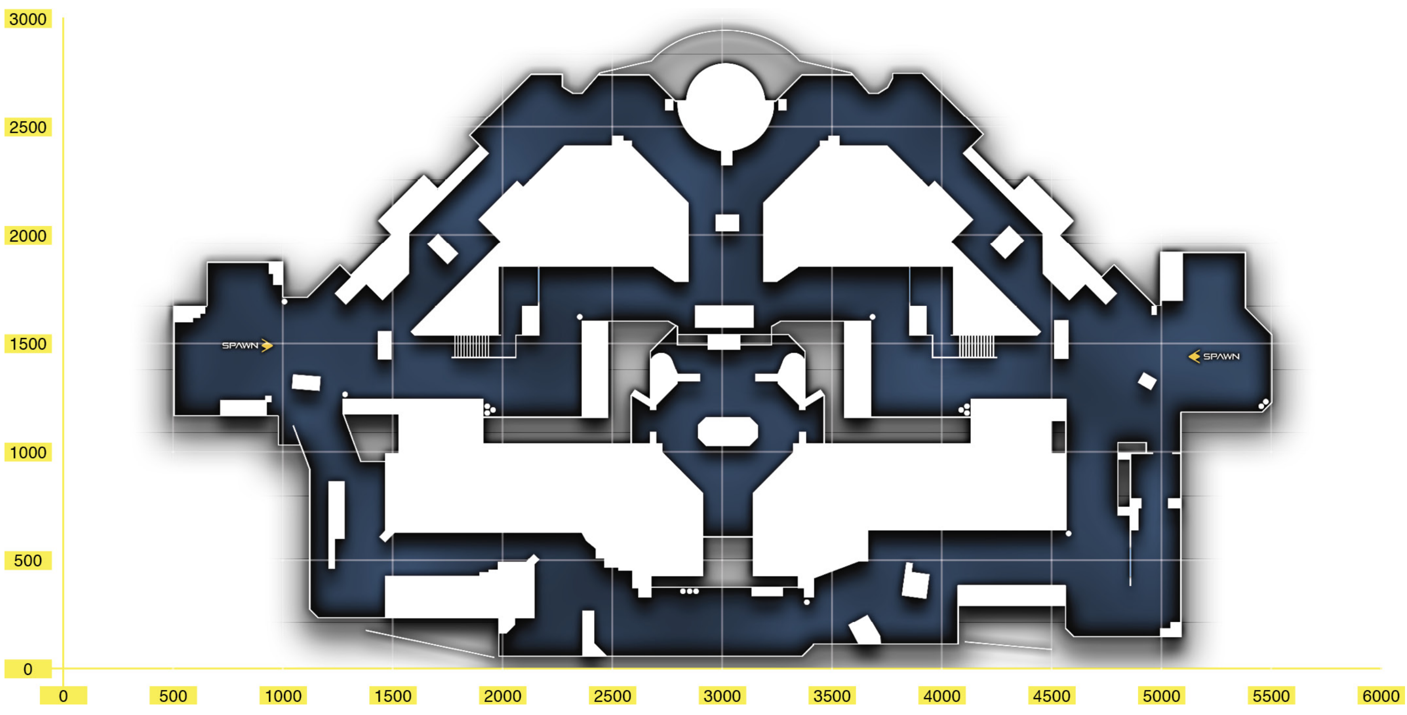
Here's the deal: You can't control how good your enemies are. You can't control how good connections are between every player in a match. You can't control what weapons they use, or where they decide to move. But you can control your play. Where you move, when you move, who you shoot, how you aim, what your loadout is, how you use it, and how you work with your teammates.

Think poker: this is about risk management. If you're standing out in the center of the map on the B Dom point completely alone staring at the sky, what do you think is going to happen? You're going to take fire from all sides and go down, even if you manage to take down one (or more than one!) enemy first.

If you never stop to think about what got you killed in any given combat situation, how can you ever figure out how to avoid that situation in the future and improve your odds? This isn't about being a Zen master who never gets angry at anything that happens in a match (trust us, we've lit up voice chat many times), but it is about your ability to improve your game over time. If you always blame someone or something else for a failure or a mistake, you're removing your ability to learn from an experience. Don't do that!

Skydock

Grid Map



Skydock is what it says, a massive orbital docking station. The map takes you in and out of the SDF destroyer Cydonia, and onto parts of the docking station it's attached to.

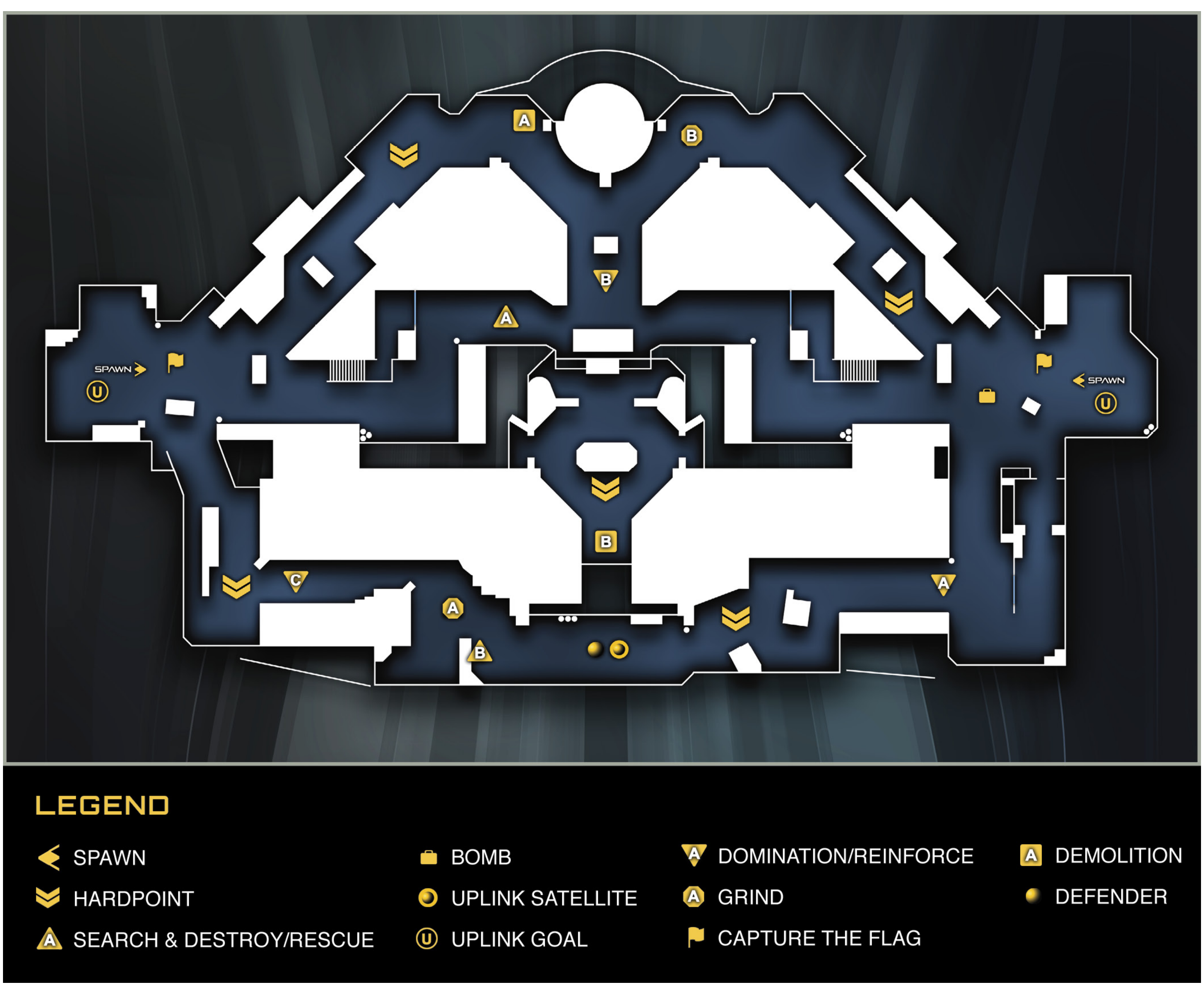
This map has several potentially lethal drops, and many areas where you can wallrun. Stay alert when using them. You make an easy target out in the open on a wall to anyone camping the landing zone.

Skydock is largely symmetrical, with three distinct lanes crisscrossing through the center.

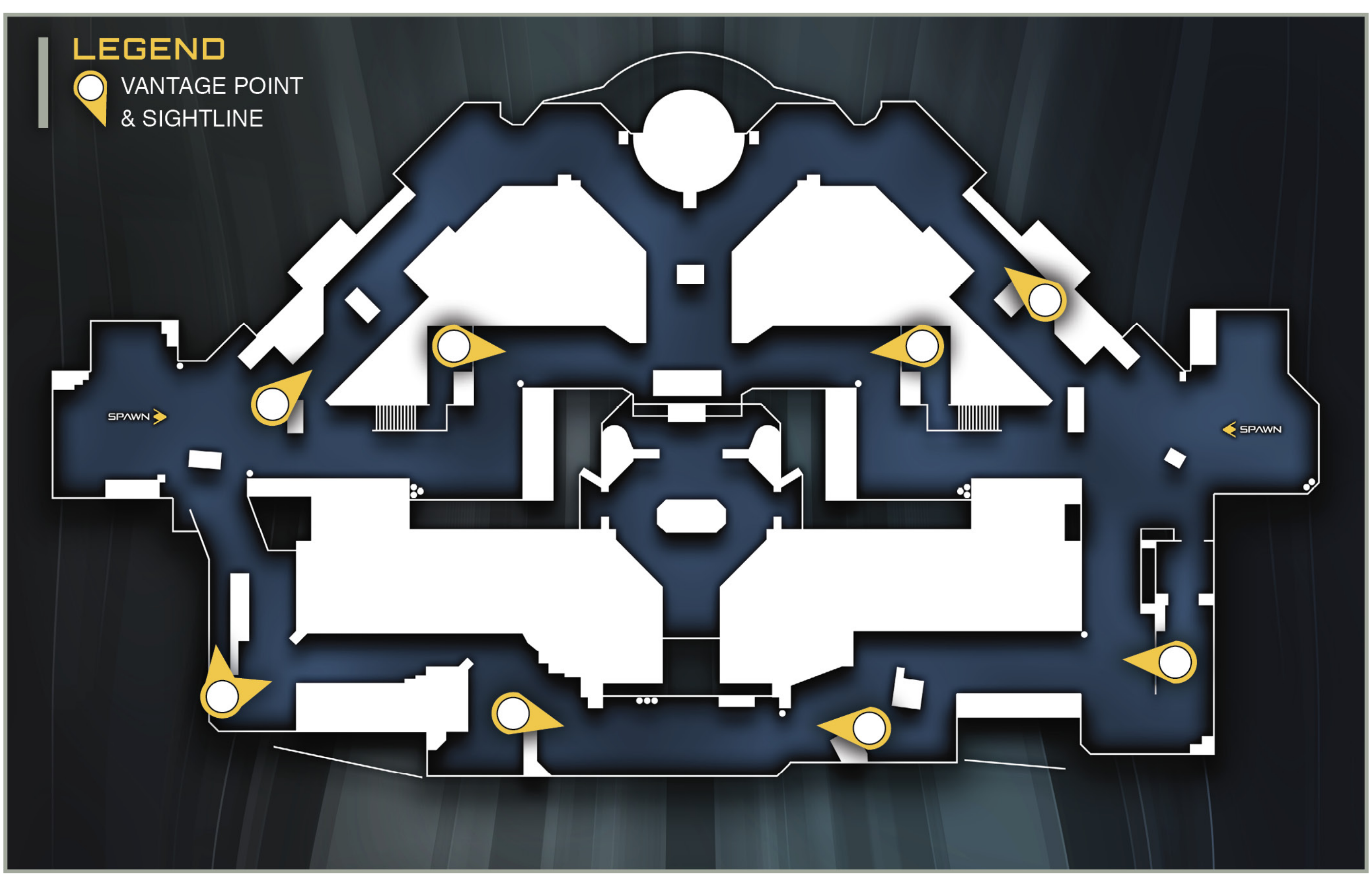
Other than connectivity at the edges, the lanes don't cross over, so if you're facing down enemies at the other end, you generally don't have to worry about being flanked frequently unless you have no coverage at all in the other lanes.

The center of the map connects all three lanes. Expect heavy traffic, even more than on most levels, as it's the only way to move between them.

Objectives



Vantages



DEFENSE

In objective modes, playing defense wins matches. In deathmatch modes, playing defensively is more likely to net you a positive k/d ratio than aggressively pushing unless you are already quite skilled.

Note that playing defense isn't full-time camping, at least not usually. There are relatively few areas where you have such perfect line of sight and easy reads on incoming enemies that you can simply sit in one location and rack up kills while covering an area.

Even if you do manage to find an easily defended position, if you stay there long enough, you're guaranteed to annoy someone on the enemy team enough that they intentionally seek you out with a sniper rifle or grenades.

Defensive play is also an easier (far easier!) method of earning high end scorestreaks than playing aggressively. In most cases, you want to use a flexible mid-range weapon, often an AR, but LMGs or snipers can be extremely effective on some maps and modes. If you're using an LMG or sniper (or your AR is customized for long range combat), bring a pistol to give yourself a fighting chance against SMG or shotgun rushers. The modular AR and sniper can also be used in this manner to some effect.

It's still quite possible to play defensively with an SMG or shotgun, but it's map and mode dependent (i.e., covering Hardpoints physically, or defending a bomb site at short range). In general, playing short range is more dangerous than mid to long, simply because there's a good number of weapons that can't effectively compete against you when you're at a distance.

Once you have the right loadout, you should defend an area and think zone defense. Pick an area or an objective on the map and make it yours. Anyone who comes into the area should be in your line of sight, or you should be able to hear or otherwise detect them and act to eliminate them swiftly.

While defending your area, move around often. Don't stay behind the same piece of cover (and don't go sticking your gun out of windows, back up!). By constantly shifting your position, you have an edge against anyone going for a revenge kill.

Even if they know you're likely to be defending the same spot, you can make yourself a tougher target if you aren't in the exact same position. And remember to think during a match. Many players run to their death against your covered line of sight repeatedly before they wise up—if they ever do!

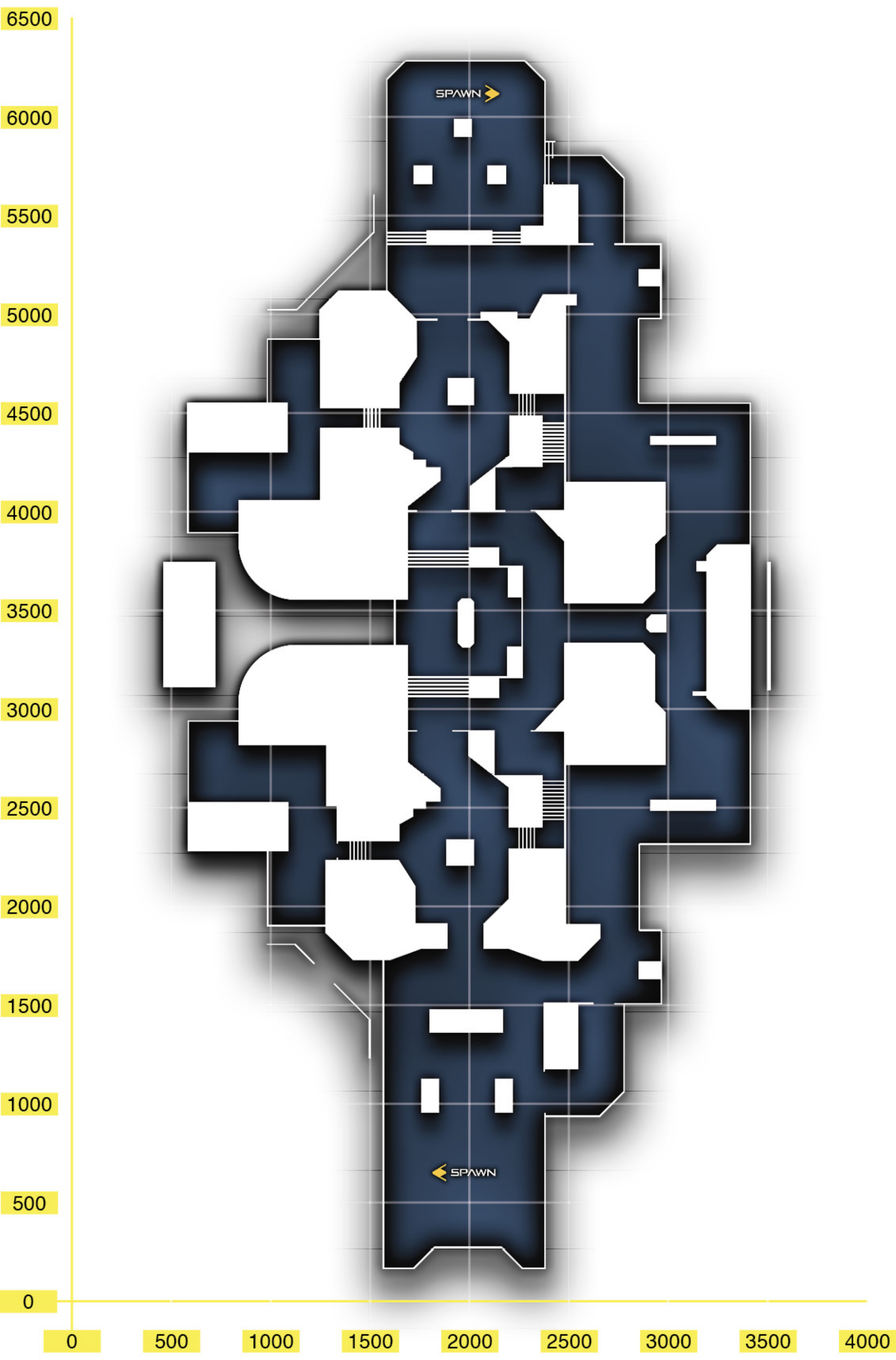
Finally, remember that playing offense or defense for an entire match isn't necessary (or even always a good idea). Play the role that suits your mood, your skills, and the current situation on the map. Sometimes that means aggressively pushing the enemy spawn. Other times it means reactively defending an area. Being flexible and aware enough to play the role that's most useful for the current situation makes you a better player all around.

CALL OF DUTY
INFINITE WARFARE

Multiplayer Maps

Mayday

Grid Map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Set on a critically damaged ship floating near the event horizon of a black hole, Mayday has some truly spectacular vistas. Don't let them distract you from hostile enemy Rigs attempting to gun you down!

Mayday is a three-lane map that's mostly symmetrical, though there are some differences in the main spawn areas on the top and bottom of the map.

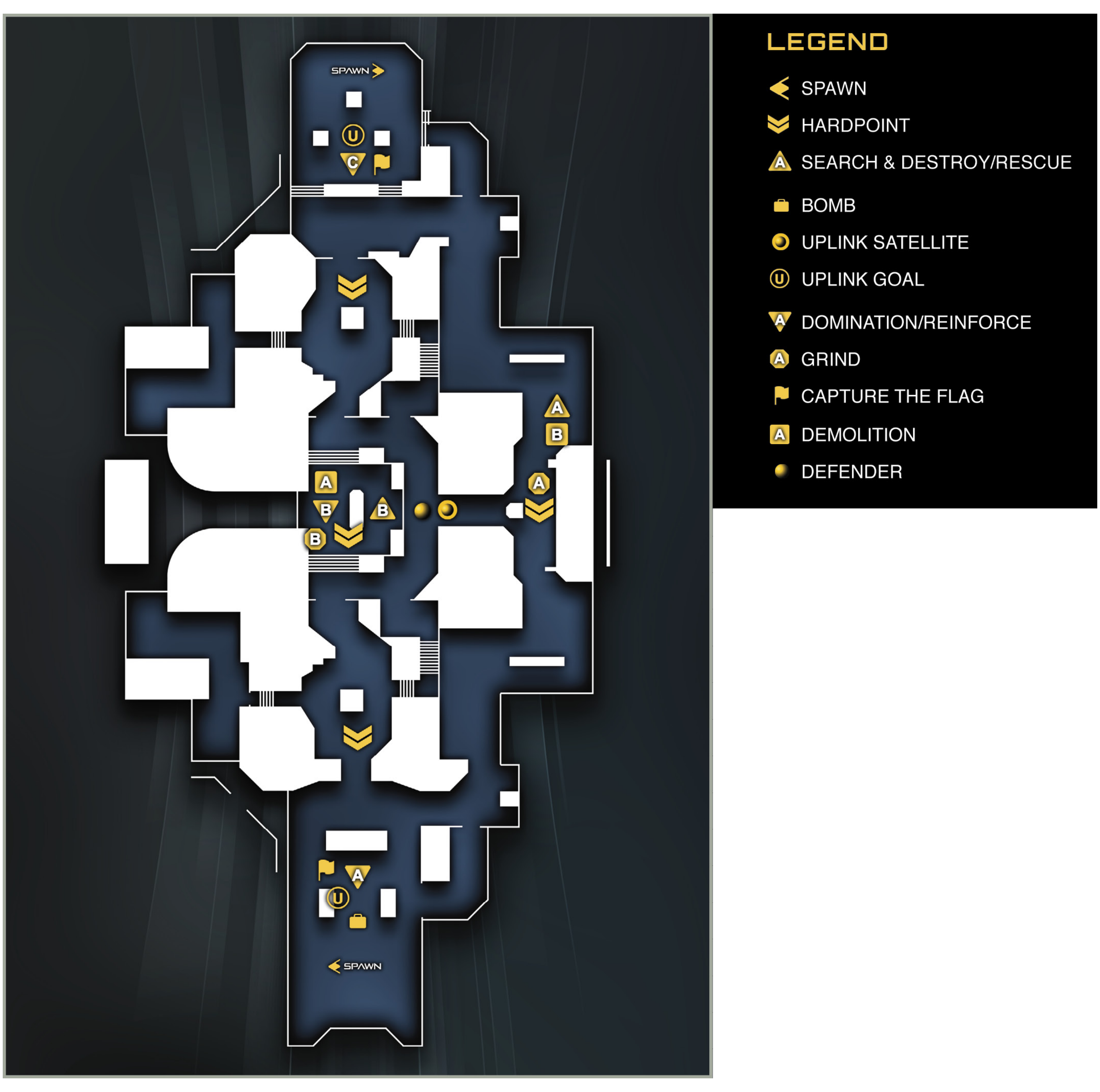
Otherwise, the three lanes are connected with two outer routes you can traverse easily by using your Rig's wallrunning and thrusters, and one interior room that connects all three of the lanes.

The central room is a serious hotspot, with two elevated vantage points on either side, providing easy posts for snipers and marksmen to rain fire down on anyone below.

Cover is limited in the center of the map, so if you must move through it due to objectives, be ready to engage enemies posted up on the opposite side of the room already aiming at the entrances.

If your opposition is seriously entrenched, use your Rig's maneuverability to bypass the center and flank them, using the outer wallrun and thruster routes.

Objectives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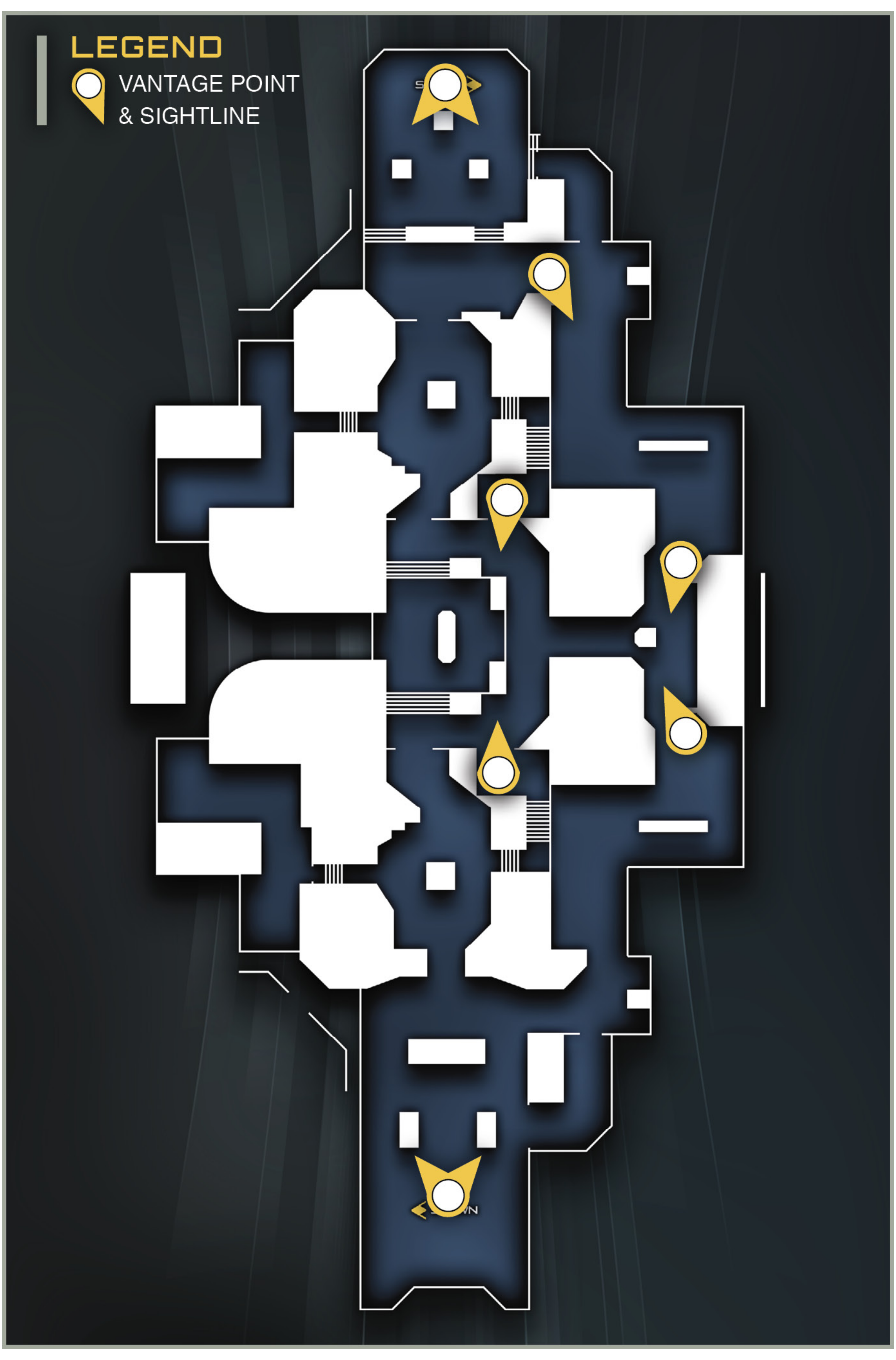
LEGEND
SPAWN
HARDPOINT
SEARCH & DESTROY/RESCUE
BOMB
UPLINK SATELLITE
UPLINK GOAL
DOMINATION/REINFORCE
GRIND
CAPTURE THE FLAG
DEMOLITION
DEFENDER

Vantages


LEGEND
VANTAGE POINT & SIGHTLINE

GRENADES ARE DANGEROUS

Throwing a grenade is really, *really* dangerous. This might seem like an odd tip, but it's true.

It makes a sound, it drops your hand, it takes time, and it produces a highly visible projectile that gives away your location. Grenades can be extremely useful, especially in objective modes, but they can also get you into trouble easily.

You should almost never throw a grenade in an active firefight. By the time you throw the grenade, odds are good you're already dead. Instead, try to throw grenades when you're out of sight. Throw them at known enemy positions, at objectives, or when an enemy ducks behind cover. In that last case, even then you shouldn't throw unless you can move from where your enemy last saw you; otherwise, you may die when they thrust jump out from behind and you're in mid-throwing animation.

A loadout that has perks, equipment, and a Rig to support equipment usage can be very strong, but one or two grenades on a general combat loadout are not guaranteed to be nearly as beneficial for you as investing those build points into more perks or even attachments for your weapons. Unless you have a very specific reason for taking an isolated grenade or two on a build, strip them out and use the points elsewhere.

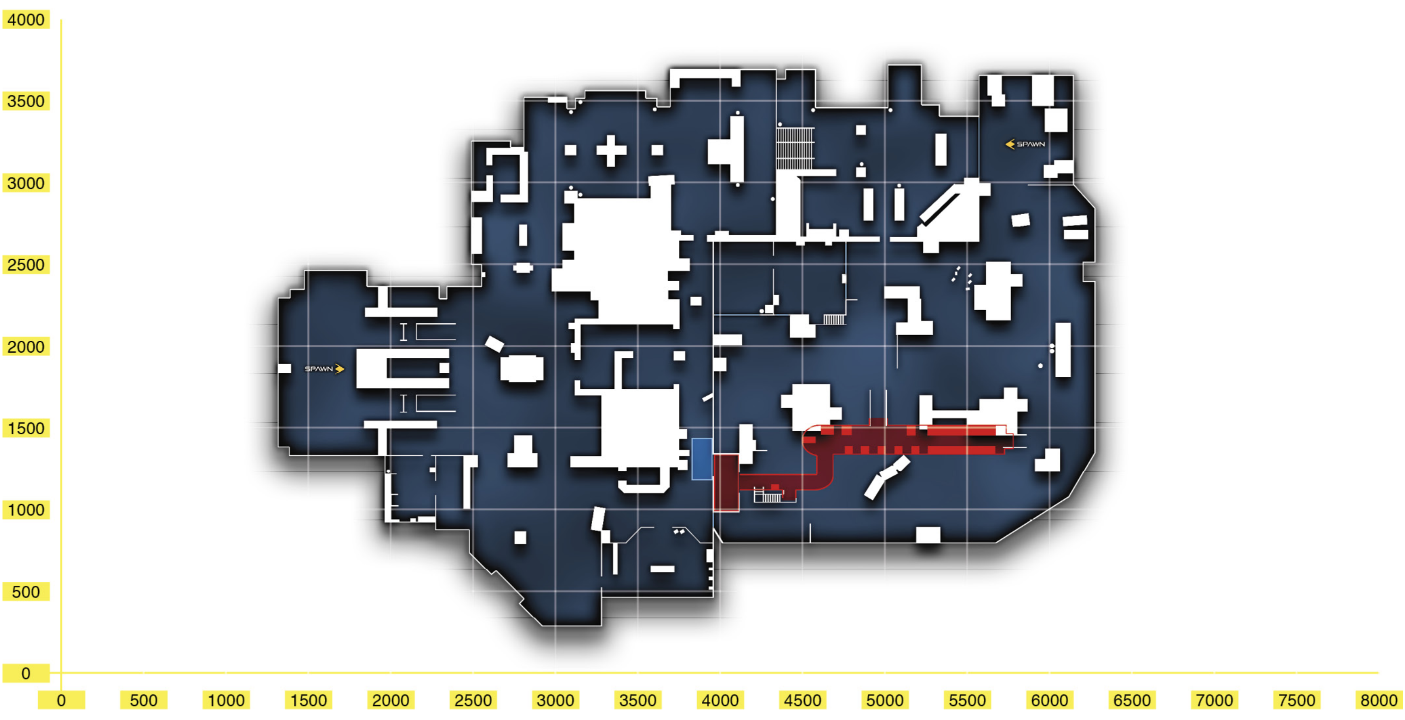
PRIMA GAMES
CALL OF DUTY
INFINITE WARFARE

Multiplayer Maps

Terminal

Security Screening
GATEWAY

Grid Map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For longtime *Call of Duty* fans, Terminal is a return to a classic map from *Call of Duty: Modern Warfare 2*.

For newer players, Terminal is a different style of level. What was originally an airport is now an interstellar port, but otherwise, the layout remains faithful to the original.

Terminal is a mix of interior areas within the spaceport, a small section in the interior of a docked ship, and the outer loading zone on the ground outside the port.

You can travel freely between the inside and outside of the map, as there are multiple routes in and out of the port.

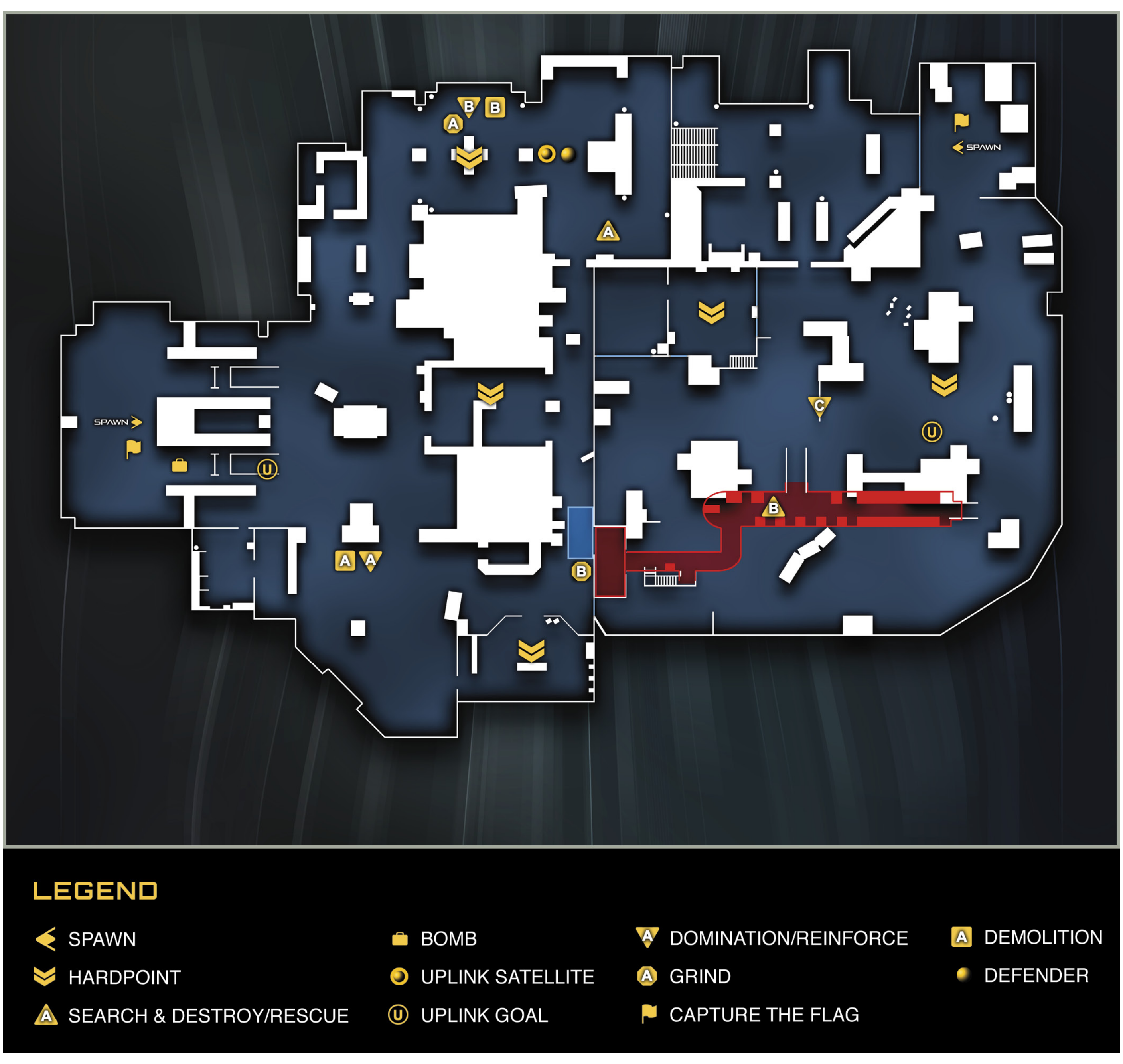
The deeper interior parts of the port facilities near the security stations are separated from the outside by a few routes that pass through gift shops and a food court.

Firefights tend to erupt in the central hallway that runs up and down the center of the map, and around the shops on either end of it.

Be very careful moving around in the open out on the tarmac outside. You're lower in elevation and exposed to a lot of sightlines from inside the port or the docked ship nearby.

In the interior areas, there are quite a few bits of cover and corners that can protect you from roaming enemies. Make good use of them as you move from area to area.

Objectives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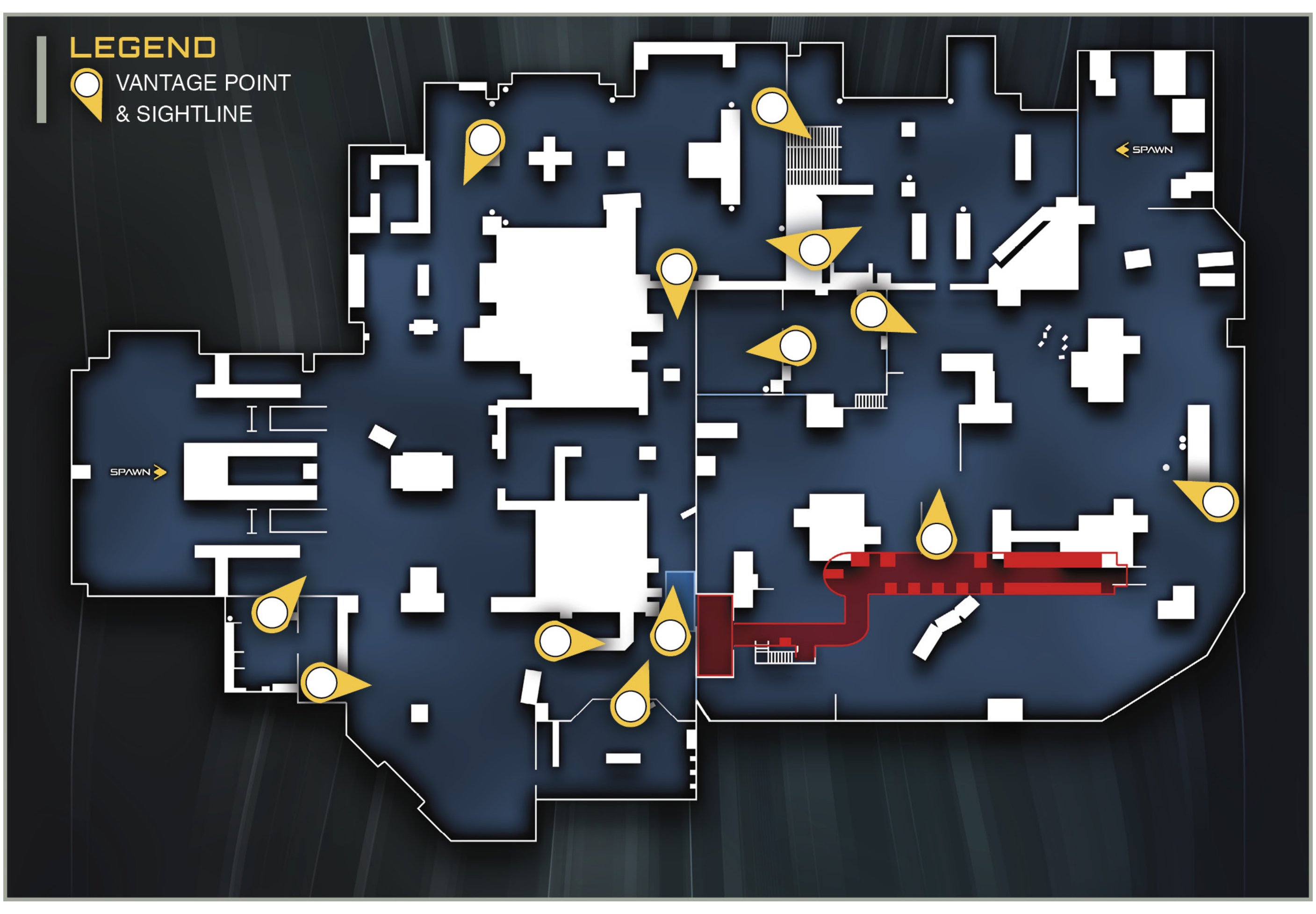
LEGEND
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OBJECTIVES

Playing the objective, whether it's defending points in Domination or planting the bomb in Demo or S&D, is one of the surest ways to increase your score per minute, and help your team win.

A really simple but important point to keep in mind in objective play: It's not always the best idea to constantly rush an objective. If your loadout is built for it (particularly setups with smoke, trophies, and explosives), you can do a lot of good by constantly providing cover and bombardment for your team, but if you're using a more traditional loadout, rushing an objective and dying repeatedly is not helping your team.

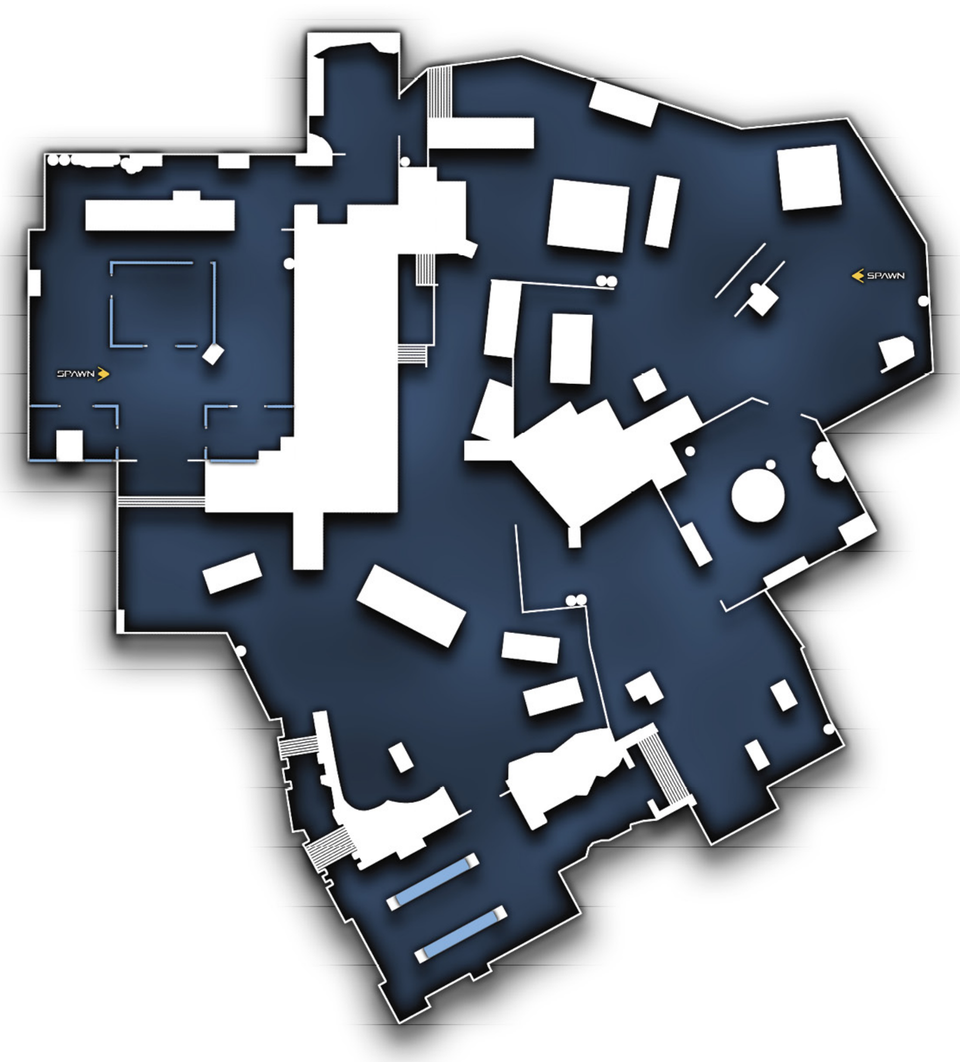
It's easy to get tunnel vision and feel the time pressure in an objective match, but diving onto the B Dom point without clearing the area first (or knowing you have teammates clearing and covering you) is often the same as handing the enemy team a free kill with some bonus points tacked on. Pay attention to the location of your team and the enemy team. If your team was just fully wiped, rushing out as the tip of the spear and standing in the open isn't going to get you the results you want. Instead, take the time to either set up at a distance (if you're running a ranged setup) or sneak and flank the enemy team (if you're running a CQC setup).

Engaging and eliminating enemies near the objective is critical for securing objectives reliably. Yes, it's possible to score that heroic cap of B while huddled behind cover, but if you have no team support and three enemies are watching it, they simply take you down and then recapture it, earning three times as much score toward their streaks as you earned alone.

So the next time you spawn in during an objective match, take a moment to check your map (even your main map on the menu screen!) and figure out where your team and the enemy team are located relative to the objectives. Making that kind of evaluation second nature lets you play faster as you learn to do it automatically. You also get a sense for when it's safe to secure an objective, and when you should either be waiting for backup, or aggressively pushing the enemy team out yourself.

Dome

greycube
DYNAMICS



Dome is another remake of a past *Call of Duty* level, this one from Call of Duty: Modern Warfare 3. It's a small, tightly packed map that's well suited for CQC loadouts.

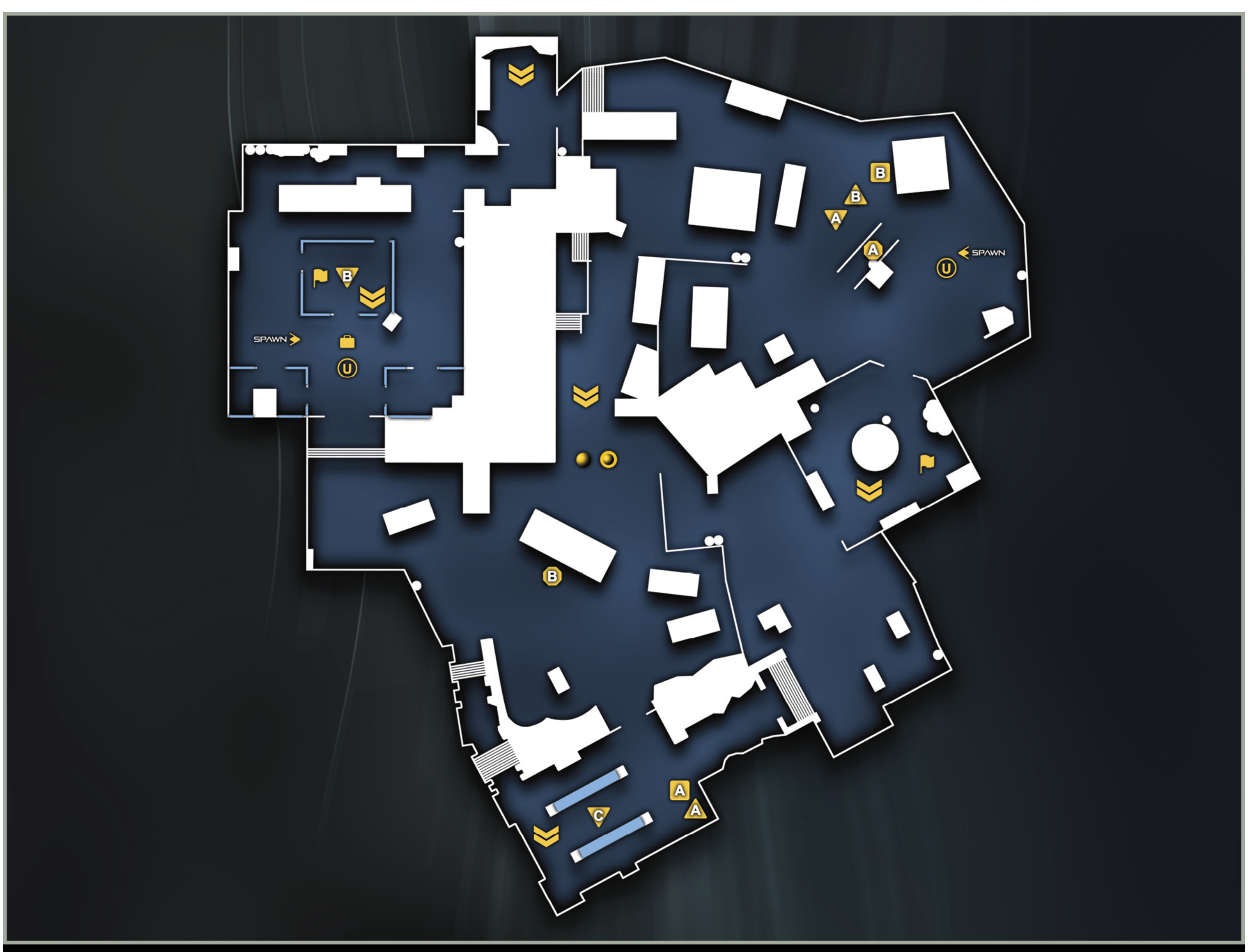
Despite its small size, Dome doesn't actually feel cramped, as there is a large building you can duck in and out of, and several different exterior areas that smaller firefights tend to break out in.

You can do quite well patrolling between the largest building and the exterior areas with a strong CQC build, though objective modes are likely to force you to move around to all parts of the map.

High powered scorestreaks and explosive loadouts can be quite lethal on this map, as there is little space to hide from bombardment or explosions, so make sure you have a loadout or two that can handle such threats.

The two smaller buildings on the outside are extremely dangerous to pass through, as their knife-fight engagement distances and limited routes in and out force head-on battles. Be ready for a brawl when you pass through either of them.

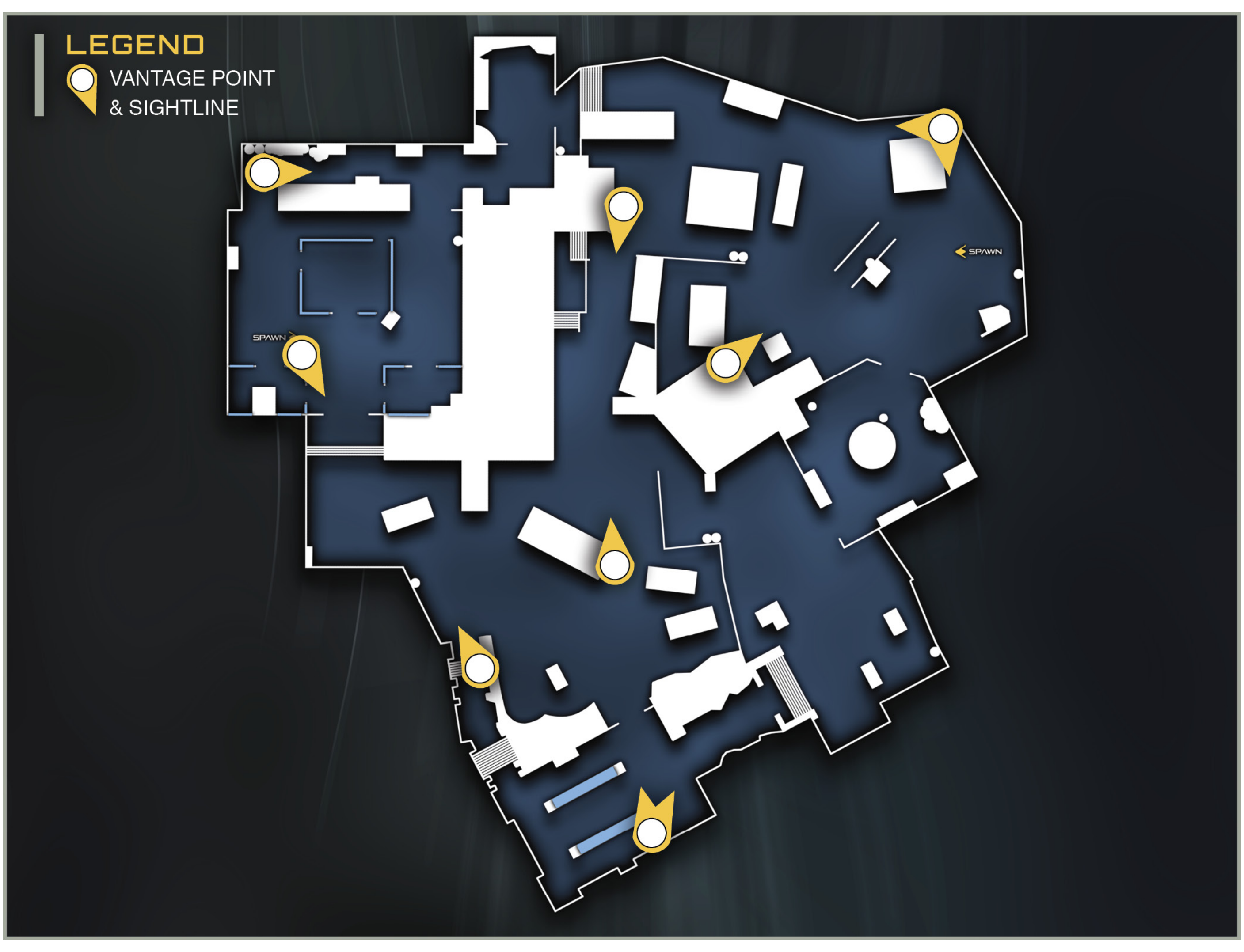
Objectives



LEGEND

- SPAWN
- HARDPOINT
- SEARCH & DESTROY/RESCUE
- BOMB
- UPLINK SATELLITE
- UPLINK GOAL
- DOMINATION/REINFORCE
- GRIND
- CAPTURE THE FLAG
- DEMOLITION
- DEFENDER

Vantages



MOVEMENT IS LIFE

Learning how to take full advantage of the advanced mobility options in the game is incredibly important. This is doubly or triply true if you are an aggressive player. Learning how to use thrust jumps and slides (and wall runs to a lesser extent) is essential.

Most players are conditioned to fight and react to threats on the same level they are looking at. If you're constantly attacking them from above that plane, you're at a decided advantage. Beyond that, moving rapidly through the air in an arc (or sliding quickly at a sharp angle to your target) makes you a much tougher target to hit.

It's rare, but it is possible to survive a direct ambush from behind if you're really quick with your jumps, jumping directly backwards over a close range threat and dispatching them from above when they lose sight of you. Jumps also get you around corners much more safely. Enemies can ADS and target a corner at head height, but no one can predict exactly what angle, height, or speed you're going to round a corner jumping. In general, jumps are most effective at disrupting enemy aim at close to close-medium range. At medium and longer distances, you just make for nice target practice.

Slides at a sharp angle relative to your enemy can disrupt their aim, sometimes even out to medium distance if you're sliding hard left or right behind cover. If you're really serious about taking full advantage of movement, at the very least, look at a control config that moves jump to a shoulder button. You may even want to look into a custom controller that has extra buttons on paddles, so that you can jump, slide, aim, and shoot all at the same time while never moving your fingers.

New Modes

Reinforce

Capture points to revive fallen teammates. Taking all points will win the round.

Reinforce is a new limited-respawn mode. Essentially Domination with limited respawns, Reinforce challenges you to capture the control points on the map to win, or eliminate the enemy team.

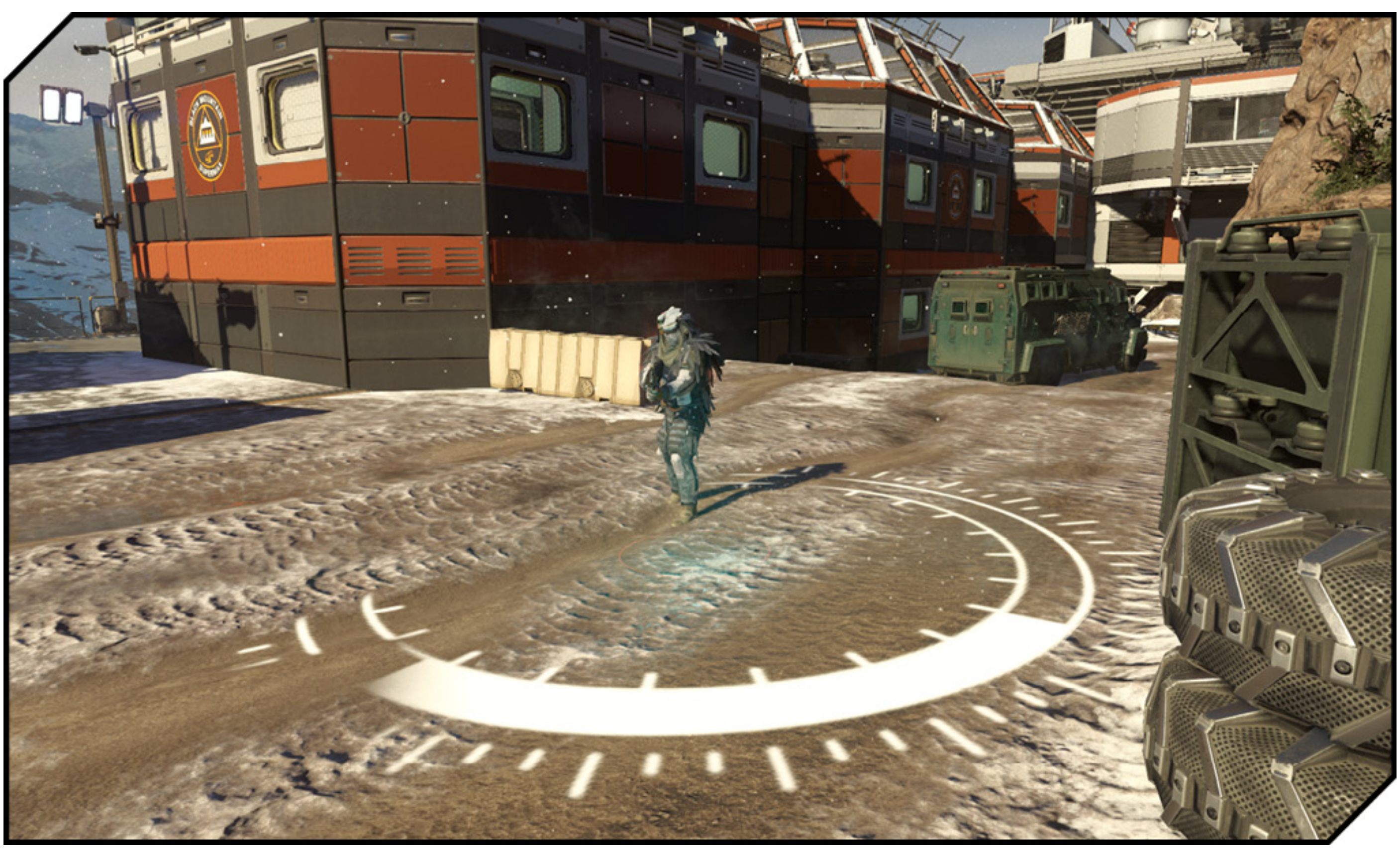
If you secure a point, you can revive fallen teammates, so like Search & Rescue, dying once during a round is not necessarily the end.

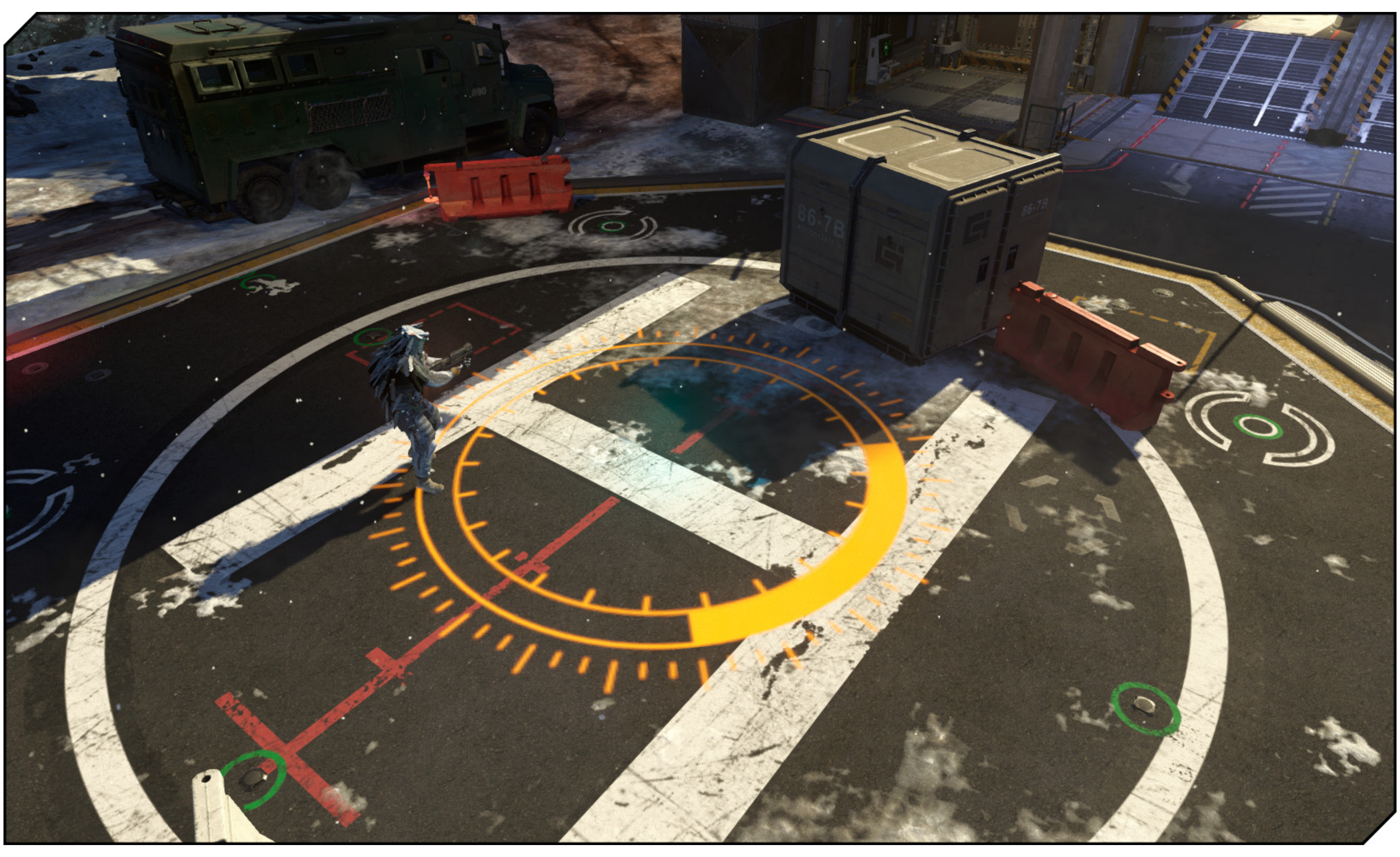
Capturing two of the three points starts a countdown timer to the win, and capturing all three wins the round instantly.

Naturally, capturing points in a limited respawn mode is extremely dangerous. Bring your Smoke Grenades, Trophy Systems, Blast Shield, Tac Resist, and other defensive loadout options to protect yourself and your teammates when going for the capture.

Likewise, bringing an explosive suite with grenades and launchers to flush out enemies going for the capture can be effective.

Stealthy setups that allow you to sneak through and flank the other team are effective, but don't rely on them to score a cap unless the whole enemy team is out of position and you're going for their rear point.





Defender

Capture the drone and hold it to earn points for your team.

Defender is a game of kill the king, with whatever player picks up the drone becoming the target for the entire enemy team.

Holding the drone earns score for your team, and holding it long enough wins the round.

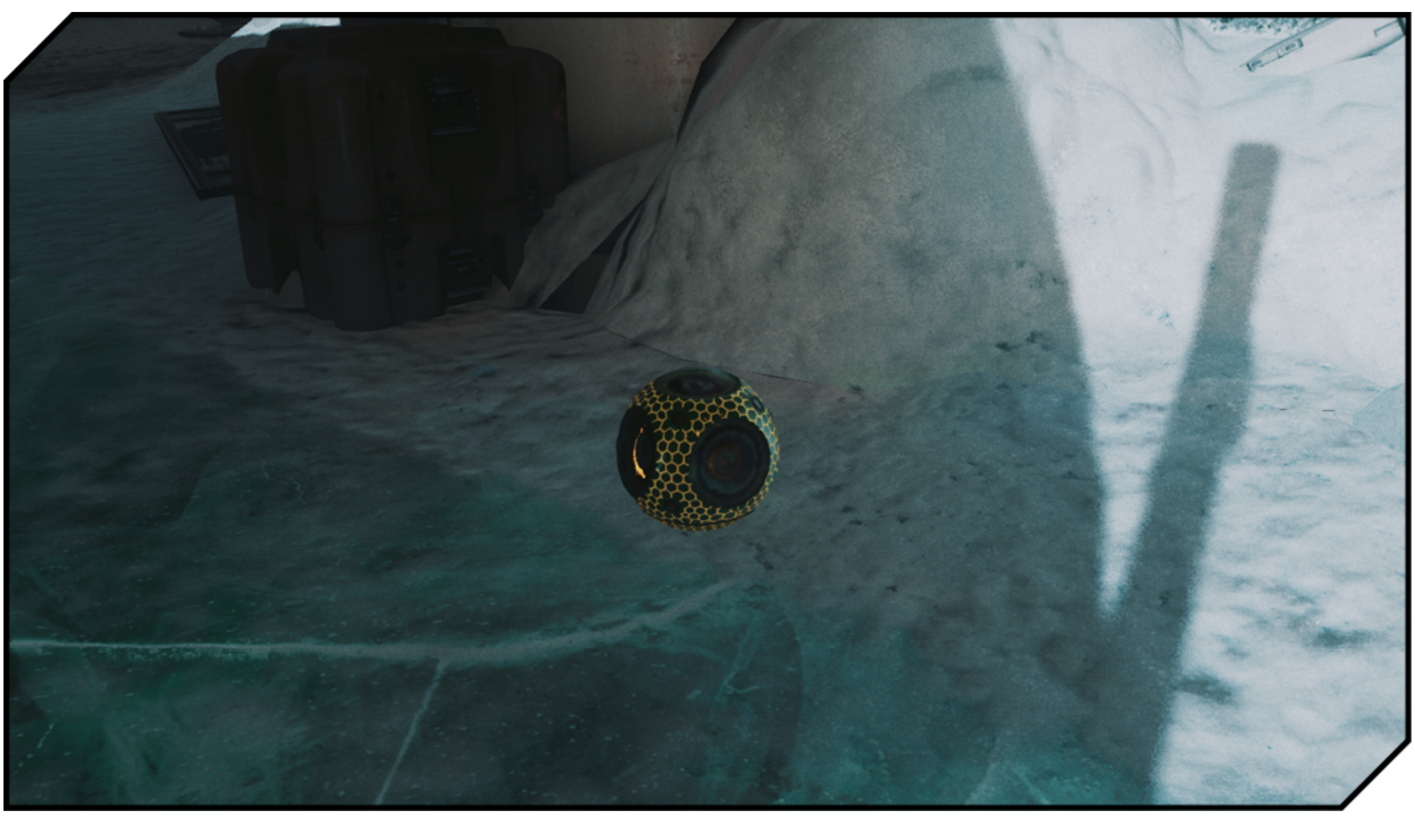
This mode requires fast and aggressive play. You need to secure the drone as quickly as possible and hold it as long as possible, so mobile builds are quite valuable.

You can still use long-range or supportive setups effectively to lock down a lane or provide covering fire for teammates going for the drone, but too many passive players on a team is not a recipe for success in this game mode.

Be careful about throwing yourself at the drone if you know it is in a defended position with multiple enemies nearby. You may want to wait for backup in that situation, rather than rushing in alone and feeding the other team's scorestreaks.

If you are carrying the drone, remember you can toss it to a teammate. Sometimes a sacrificial run to pick it up and clear the drone by throwing it can be effective if the drone is being heavily covered.

Smoke Grenades are quite useful for picking up the drone, and stealth and speed Rig powers such as Invis and Overdrive can be useful for securing or escaping with the drone.



TDM

Kill players on the opposing team. The first team to reach the score limit wins!

TDM is the most popular, and most straightforward of all game modes. No objectives exist other than killing the enemy team for score.

Despite its simplicity, TDM is actually a surprisingly challenging mode to play well, simply because shifting respawns can get you in trouble easily. If your team pushes into an enemy spawn area (and this is going to happen), the enemy team's entire spawn is likely to shift elsewhere on the map.

If you're separated from your team when this happens, it isn't uncommon to be blitzed by half the enemy team, sometimes from your flank or rear.

Informational loadouts and gear are highly valuable in this mode, as are stealth setups. The former allows you to keep tabs on enemy positions, and the latter lets you ambush the enemy team.

Situational awareness is vital in TDM. You need to pay careful attention to where your teammates are, and where the enemy team is likely to be respawning. If you can keep a handle on spawns, you can do quite well roaming and slaying as players shift and move around the map.

Kill Confirmed

Recover dog tags to score for your team and deny enemy scores.

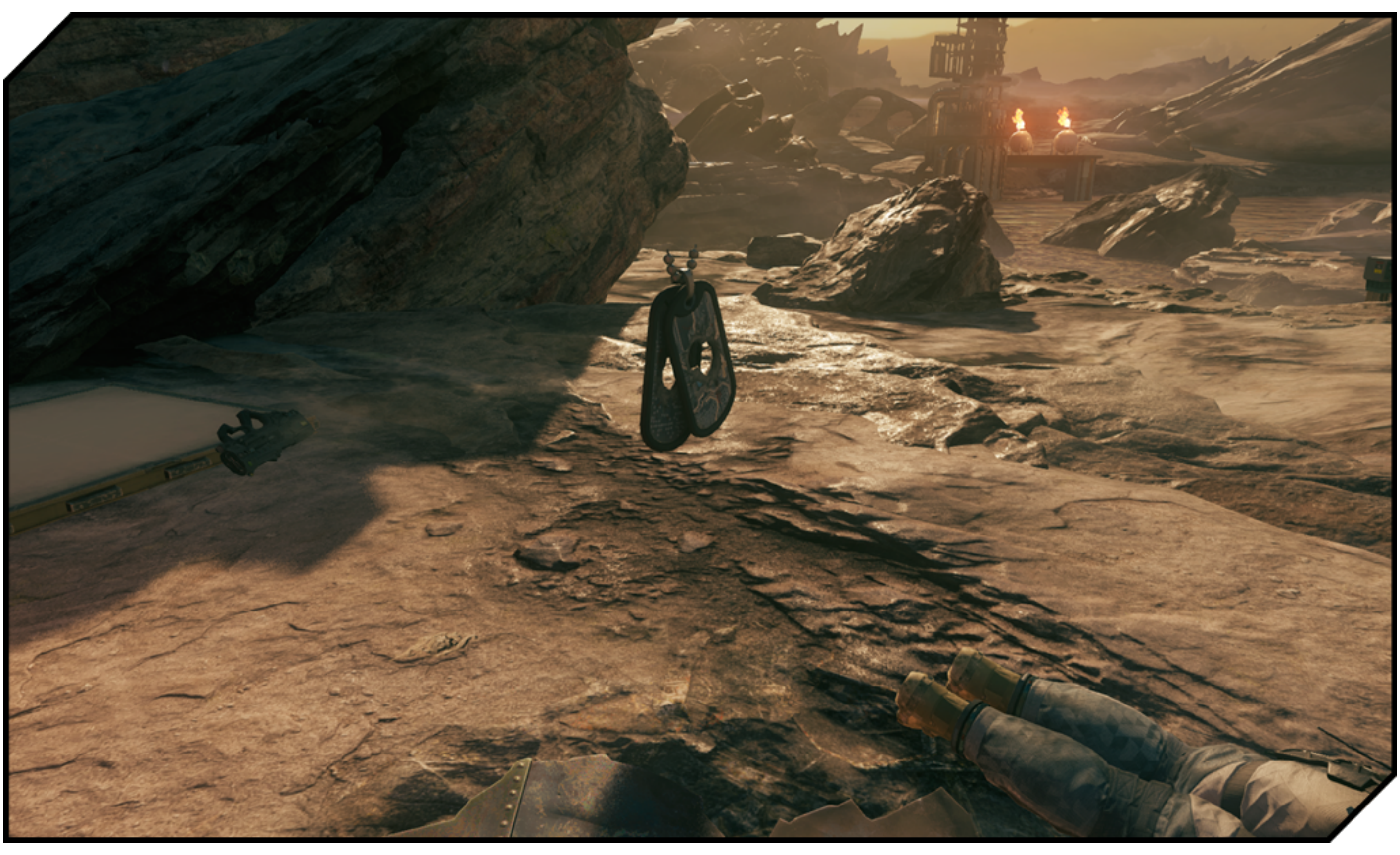
A spin on TDM, KC adds a basic objective in the form of dog tags dropped by enemy players. To earn full credit for a kill, you or a teammate must pick up the dropped tag.

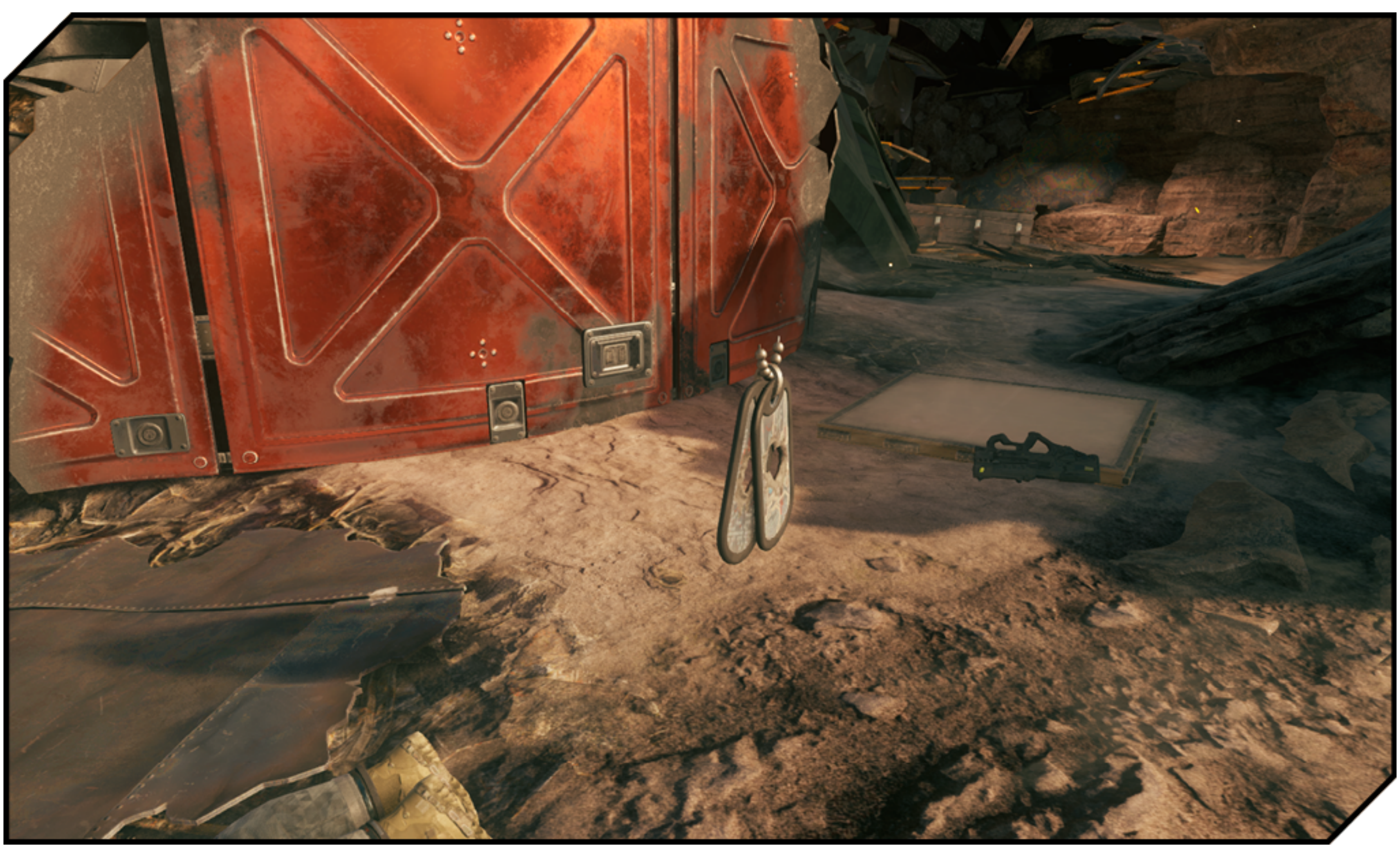
As a result, KC heavily favors aggressive CQC builds that can get into an enemy's face, down them, and pick up the tag quickly.

Long-range builds tend to have a hard time excelling in this mode, as enemies downed at long range often leave tags that are easily recovered by their teammates.

It is very possible to use tags as bait, killing an enemy in the open and then waiting nearby to take down their teammates as they are looking for the tag recovery.

Just be careful this doesn't backfire on you. Everyone playing KC knows this trick, and a tag sitting in the open that's a bit too obvious is likely to make enemies more alert than they would be otherwise.





FFA

Kill everyone. The first player to reach the score limit ends the game. The top three players win.

Free-for-all is pure combat: you against everyone else, with no objectives to worry about and no teammates to back you up.

Stealth setups and suppressed weapons are highly recommended, because the instant you fire an unsuppressed weapon, every nearby enemy is going to converge on your position.

This even applies if you kill an enemy who managed to fire their unsuppressed weapon before you finished the kill, so be sure to move on quickly if that happens.

Handling spawns in FFA requires practice. The easiest way to go on long sprees in FFA is to pick one defensible area on the outer edge of a map and roam back and forth, picking off players as they respawn nearby.

Another method is to roam around the outside of the map, constantly staying mobile so that spawns behind you are less likely to catch up and ambush you.

Roaming freely and moving through the center of the map is usually a very bad idea, because players respawn constantly in different places around the map, and if you aren't certain where nearby players are spawning, you're at significant risk of being shot from the side or rear.

HOTEL
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11
WINNING
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Control Modes

Domination

Capture and hold the designated positions to gain points.

Domination pits both teams against each other in a contest of control point capture and hold. Three points are on the map: A, B, and C, with the first two located near the starting spawn locations, and the last typically placed in the center of the map.

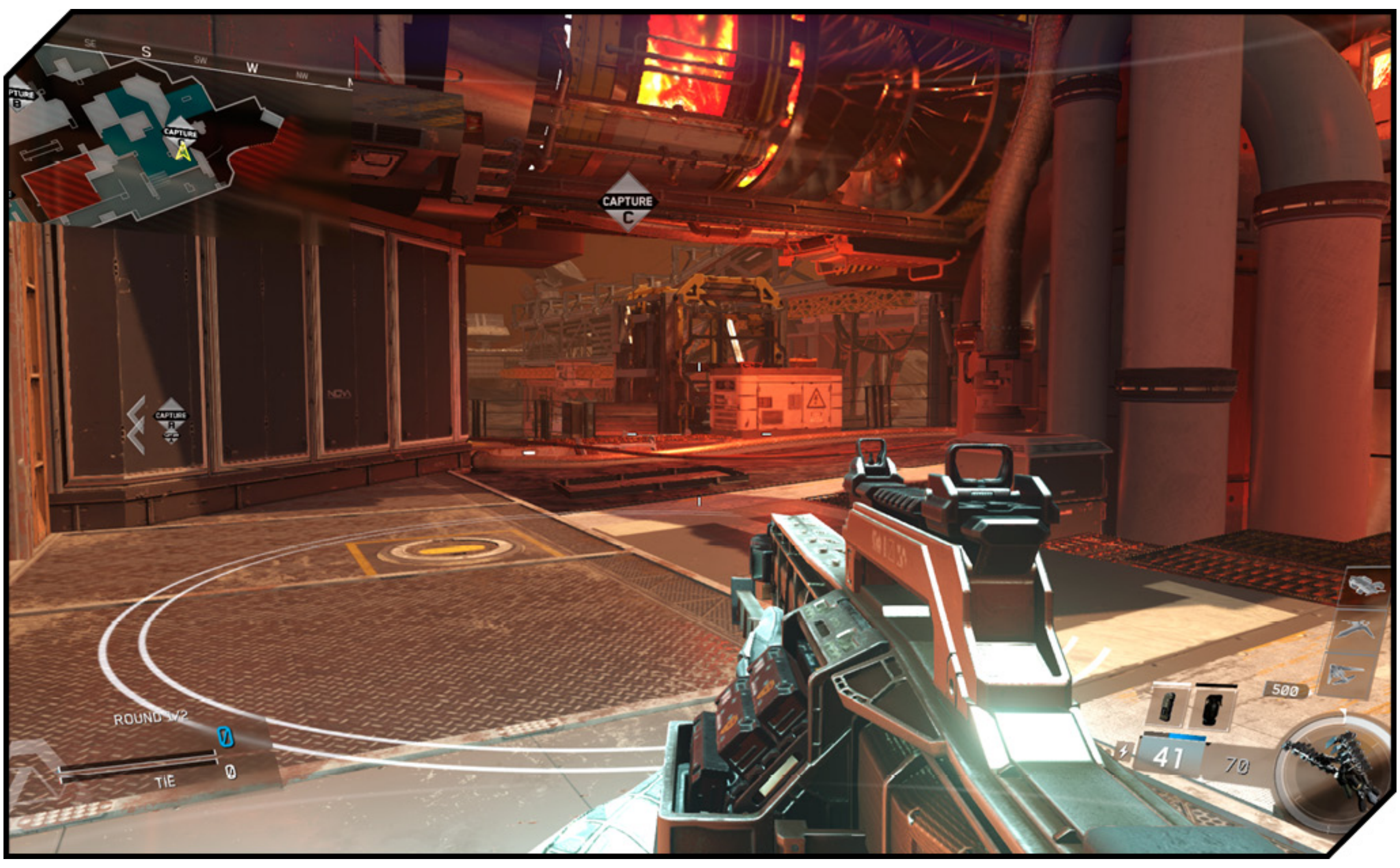
Holding a point earns score for your team; more points means more score.

Domination is a halftime mode, so when half of the winning score is reached, the round stops and team spawns are flipped before resuming for the second half.

These are only the initial spawn locations. Once a match starts, team spawns can easily flip multiple times during a round (this typically occurs because spawns are usually anchored near friendly control points, so capturing an enemy spawn and posting up nearby tends to cause the enemy's spawn to flip to the opposite point on the map).

As a team, securing two points and holding them is the easiest method for winning, because if you don't press the final point, the enemy team will continue to spawn there, making their approaches to the center point quite predictable.

If you're playing alone (or with a very small team), it's difficult to coordinate this type of lock, so try to stay aware of teammate positions and which points are held. If you're all alone by A and your team just secured C, it's time to leave (or go dive in with an offensive payload weapon).



Hardpoint

Capture and hold zones to earn points for your team.

Hardpoint is a control point mode with the objective areas moving around the map in sequence.

Each Hardpoint is secured by having a teammate stand inside it (even one teammate works), with no enemies present. If a friendly player and enemy player are in the same Hardpoint, it is contested, and no score is awarded until one team owns it.

Hardpoints last a fixed amount of time, then shift to the next location in sequence, so you need to pay attention to the remaining time and know when to move on to the next point.

Anchoring the spawn for your teammates near a new Hardpoint is critical to winning, because if you are out of position, it is much more difficult to secure a point that the enemy team is already positioned (and respawning) near.

Beware of stacking too many players on the Hardpoint itself. They tend to be bombarded with explosives and scorestreaks constantly, and you only need a single player standing in the Hardpoint to hold it.

It's usually a good idea to have one or two players in the point itself, hiding in hard cover or tough-to-sweep corners that make attacking players play losing guessing games.

It's a bad idea to stack your whole team inside a point, so if you're playing alone and you see a lot of players already on a point, move outside and try to pick off enemy players as they approach it.

Search & Destroy

Teams take turns defending and destroying an objective.

The premiere no-respawn mode in Call of Duty, Search & Destroy challenges both teams to attack and defend bomb sites, planting and detonating a bomb to win as the attackers, defusing it to win as the defenders, or killing the entire enemy team to secure a win as offense or defense.

S&D is round-based, with teams trading off offense and defense, so practicing routes to each of the bomb sites in both roles is important.

Stealthy setups and informational gear are highly valued in S&D, but expensive scorestreaks are much less useful, because it is hard to rack up the necessary score to use them even if you do survive multiple rounds.

S&D is a tense game mode because you only get one life, and if your teammates go down, the entire match hinges on your actions—while they're all watching you. Don't choke!

That said, S&D rounds are quick and deadly, so don't sweat fast wins or losses. You play plenty of rounds, and there's always time for a turnaround even after a blowout round or two.

On offense, there is only a single bomb, so if you're playing with a group, make sure you know who is carrying and what bomb site you're pushing.

Likewise, on defense, you need to decide if you're going to split, or try to push and intercept the team if you suspect they're all heading for a single point.

Bomb-planting position does matter on offense, because defenders can only defuse the bomb near where the bomb is actually planted. Try to plant the bomb on the target in a position where you can cover it from a distance.

Ignoring the bomb and rushing the enemy team is a valid tactic, but usually only a good idea if you're playing with a full or nearly full group. A single player planting and having the bomb defused because they have no cover can lose a match, even if you're killing everyone *else* on the other team.

Search & Rescue

Teams take turns defending and destroying an objective. Recover dog tags to allow or deny respawns.

S&R is a variant on S&D, with limited respawns. A mix of Kill Confirmed lets players drop dog tags upon death, and if you can recover a teammate's dog tag, they are brought back to the fight. If you secure an enemy dog tag, they're out for good.

Because dog tags have to be picked up to stop a respawn, traveling in a group is highly recommended. It's much harder for the enemy team to secure a kill if a teammate is always nearby to recover a tag.

Just don't group up too closely, and don't fall for obvious dog tag traps if one is sitting out in the open with no enemy in sight.

Long-range combat is slightly less effective in this mode, just because landing a nice long-range snipe often results in a teammate simply picking up the tag with a quick slide from cover.

Demolition

Teams take turns defending and destroying an objective.

Demolition is the fast-paced, action-oriented version of S&D. With full respawns and two bomb sites that must be destroyed by the offense to win, Demolition often has very high body counts. Defenders can call in high-end scorestreaks if the offense is too sloppy on the attack, so Demolition matches tend to be filled with payloads and streaks.

Unlike S&D, all players on offense can plant the bomb, so even a single player sneaking past the defense can plant at either bomb site (or both!).

If both teams manage to destroy the bomb, an overtime round is played with a single bomb target that can be planted by either team. Whichever team manages to detonate it first wins.

Be sure to pack your defensive toolkit if you're planning on planting while on offense. Smoke and/or Trophies are a very good idea. Likewise, when you're on defense, bringing an explosive loadout can be very effective, as are defensive and mid to high-end scorestreaks, which you can earn fairly reliably if you're patient on defense.

CTF

Get the enemy flag and return it to your base.

This is classic Capture the Flag: one flag in each base; capture the enemy team's flag to score.

You cannot score unless your flag is at home, so if both flags are taken, it's a temporary stalemate until the enemy team's flag carrier is downed and your flag is returned.

CTF has pretty clearly defined roles; you can play offense and go for the flag, or play defense and cover (and recover) your own flag.

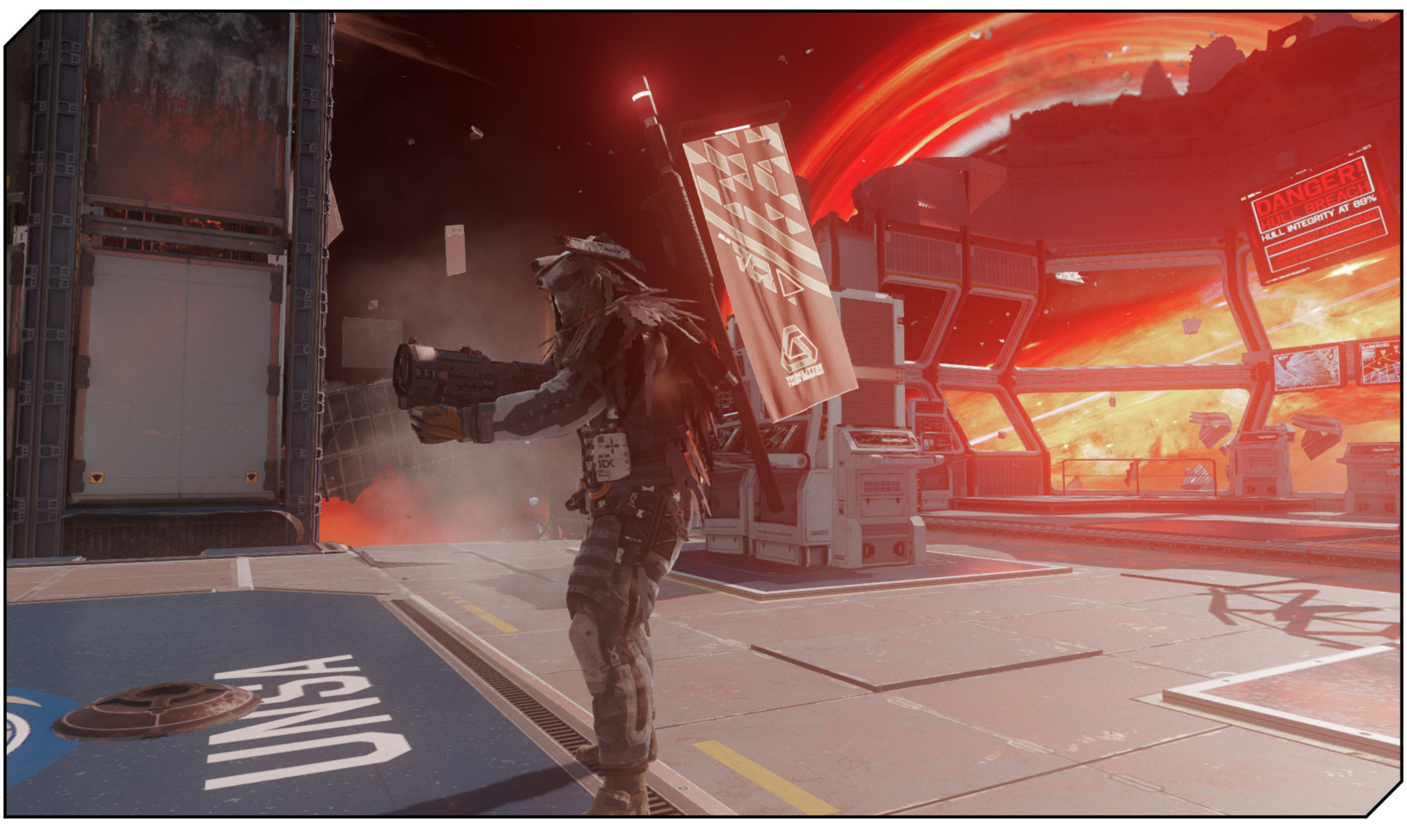
Playing defense has the possibility of earning mid to high-end scorestreaks more reliably than offense, something to consider if you enjoy posting up and camping an objective.

On defense, lethal and tactical trap equipment is useful, as are informational perks and gear. On offense, stealth and speed loadouts are extremely useful.

The midfield tends to be a constant battleground as the offense from both teams moves through it, but remember your goal is capturing the flag, so getting caught up in too many firefights in the middle can be actively detrimental to your actual flag runners. Killing a player in the midfield often makes them respawn right back by their flag, the last place your flag runner wants to see them.

If you're playing with an organized team, trust your defenders to stop stray runners, and push for the flag if you're playing offense.

Capture the Flag has a brief respawn delay, so getting taken out of the action gives a bit more time for players on offense to crack a tough defense. It also means dying has a bit more bite, so be mindful of the extra time lost from death.



Uplink

Upload the satellite drone into the enemy Uplink Station.

A spin on the classic CTF mode, Uplink plays a bit faster, with no respawn delay and only a single "flag" to worry about.

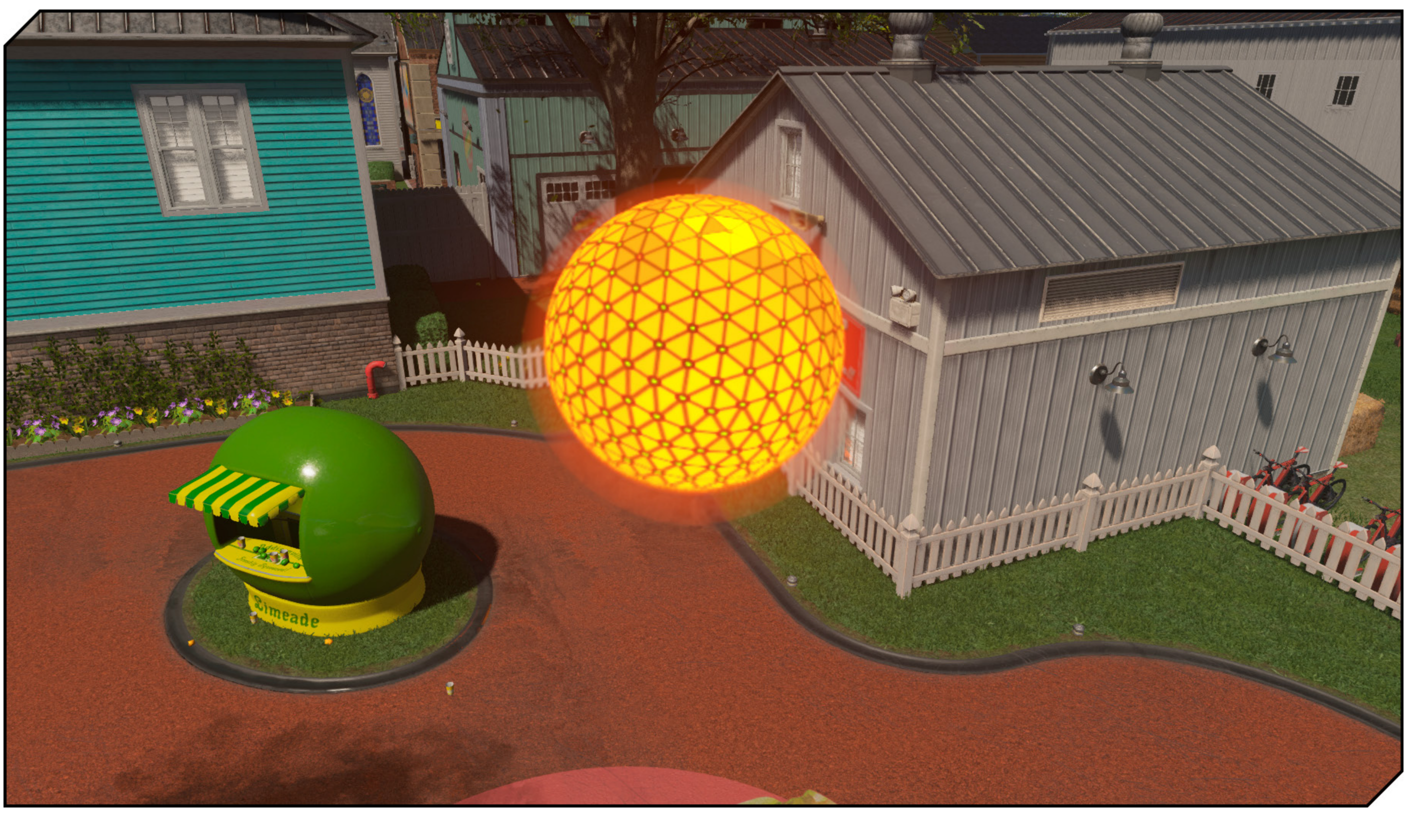
The drone spawns in the middle of the level, and resets to that position if thrown out of bounds or left on the ground for too long.

You can score in two ways: either by throwing the drone into the enemy Uplink goal, or by physically touching the enemy goal (dunk it!).

Touching the goal gives more points, but also carries more risk. On some maps, it is possible to throw the drone in from a good distance away. Experiment a bit in private matches with some friends to learn where you can throw and score a goal.

You can pass the drone to teammates, and doing so is often the fastest way to score, if you can set up a relay leading from the central drone pickup point right to the enemy flag. Two or three players are often enough to get the drone there extremely quickly.

On defense, defending right at the Uplink Station is usually a bad idea, because by the time a player gets there, they can throw it in. And stopping them with shots is not a guarantee, due to various Rig powers. Try to play a forward defense, stopping the enemies as they move toward your goal, rather than directly at it.



CALL OF DUTY
INFINITE WARFARE

Bonus Modes

There is a handful of bonus modes you can play in private lobbies with friends. You might see these show up in a special playlist at some point, but mostly, they're there for you to relax and unwind with some buddies after an evening of hard fragging.

Infected

Eliminated Survivors become Infected. Infect everyone, or survive the game to win.

Zombies! Sort of. The infected players have a fixed, limited loadout, and killing non-infected players converts them to your side.

Survive as long as you can and avoid infection by either staying on the move constantly, or posting up in a highly defensible position.

Gun Game

Be the first player to score a kill with each one of the provided weapons.

Start with a random gun. Kill another player to earn another weapon. Work your way through every type of weapon and finish with the last set of increasingly difficult-to-use weapons to win.

Gun Game is a surprisingly good way to get some practice with different weapon types, although you rarely end up using any particular weapon for very long!

Drop Zone

Hold the Drop Zone for Team Points and Care Packages.

Drop Zone is scorestreak mayhem. Each Drop Zone area has constant care package deliveries, loaded with scorestreaks.

Holding the Drop Zone earns points, but it also earns the packages for your team, so locking down the area and preventing the enemy team from stealing crates is important.

It's a very good idea to bring an anti-scorestreak loadout on one of your classes in this mode. You need something to shoot down the hostile warships and combat robots!

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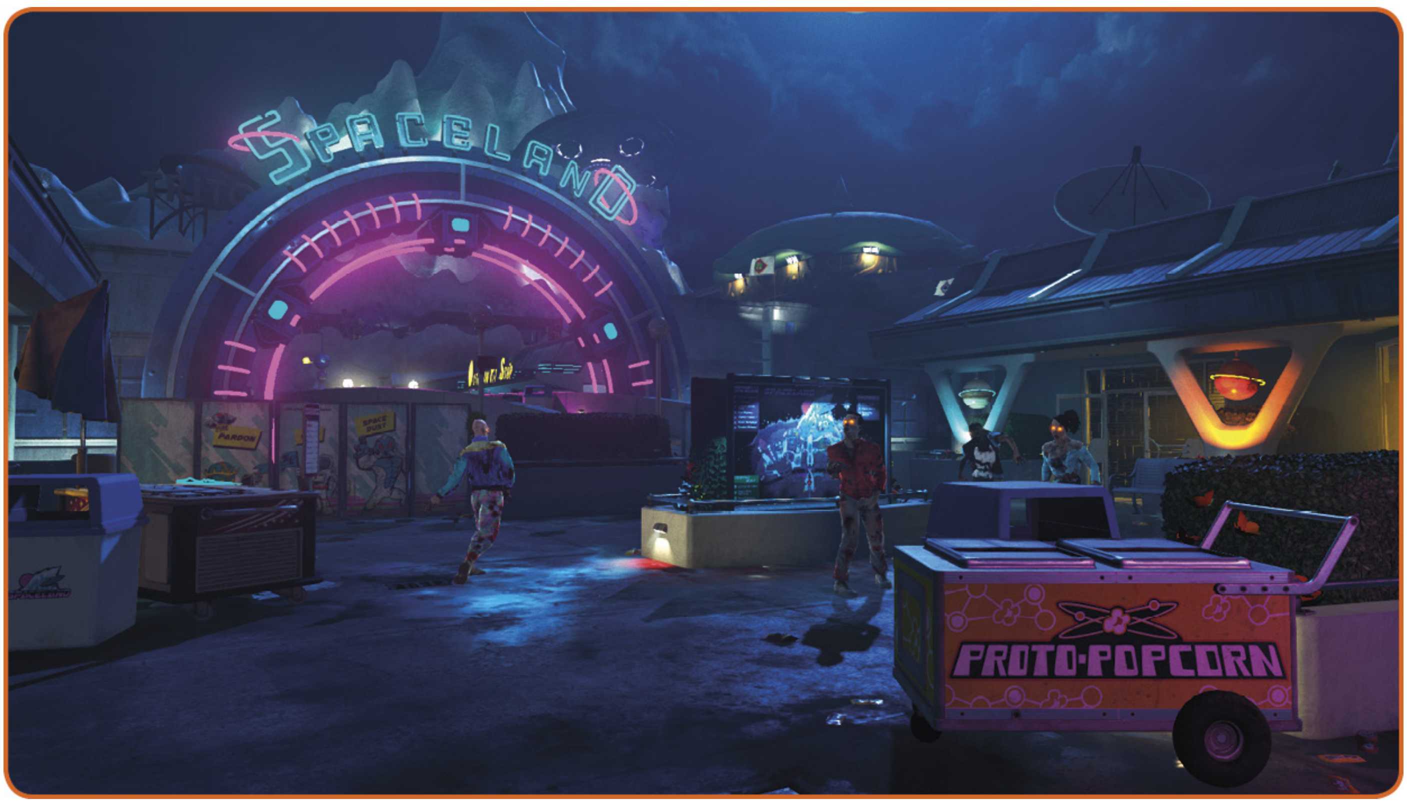
Game Modes

Multiplayer Goals

These are earned in the Multiplayer component.

Achievement Name	How to Get	PS4 Trophy	Xbox Points	Notes
Go Get Evil	Find a unique MP unlock.	Silver	30	Unique MP unlocks are earned by playing Multiplayer games. For more information on how to earn them, refer to the Multiplayer section of this guide.
Make It Personal	Loadout with a custom weapon.	Bronze	15	Once you have unique unlocks, you can customize your weapon. Create a custom loadout, then select it when you start a MP game.

Overview



Hello, traveler! Welcome to the future! Here in Spaceland, you can explore the stars, encounter terrifying aliens, and enjoy a fun and exciting afternoon with your whole family.

Please check in at the front gate and then visit N3IL, our friendly robot assistant, located in the main courtyard.

Don't forget to visit the Lost & Found if you lose any of your personal belongings. And, if you're feeling a little worn out, grab a box of Up'N Atoms on the way. They'll put the pep back in your step!

While you explore the attractions around the park, gather up Souvenirs and exchange them at Souvenir redemption machines for awesome prizes!

You can also earn tickets at games around the park, and use them to purchase gifts at ticket booths, or visit the concession stand in the arcade for a few special items.

If you fill your sticker book with toys and badges, find the special alien collection stands, where you can turn in your collection and earn an amazing reward.

Enjoy music? See our incredible DJ, spinning at several locations in the park.

Welcome to Spaceland

The zombies experience in *Infinite Warfare* takes place in a themed, '80S amusement park, where zombies, horrible exploding clowns, and massive bruiser zombies seek to cut your visit short.

There are secrets to discover, longer meta-quest chains, and plenty of super powerful zombie-slaying weaponry to discover.

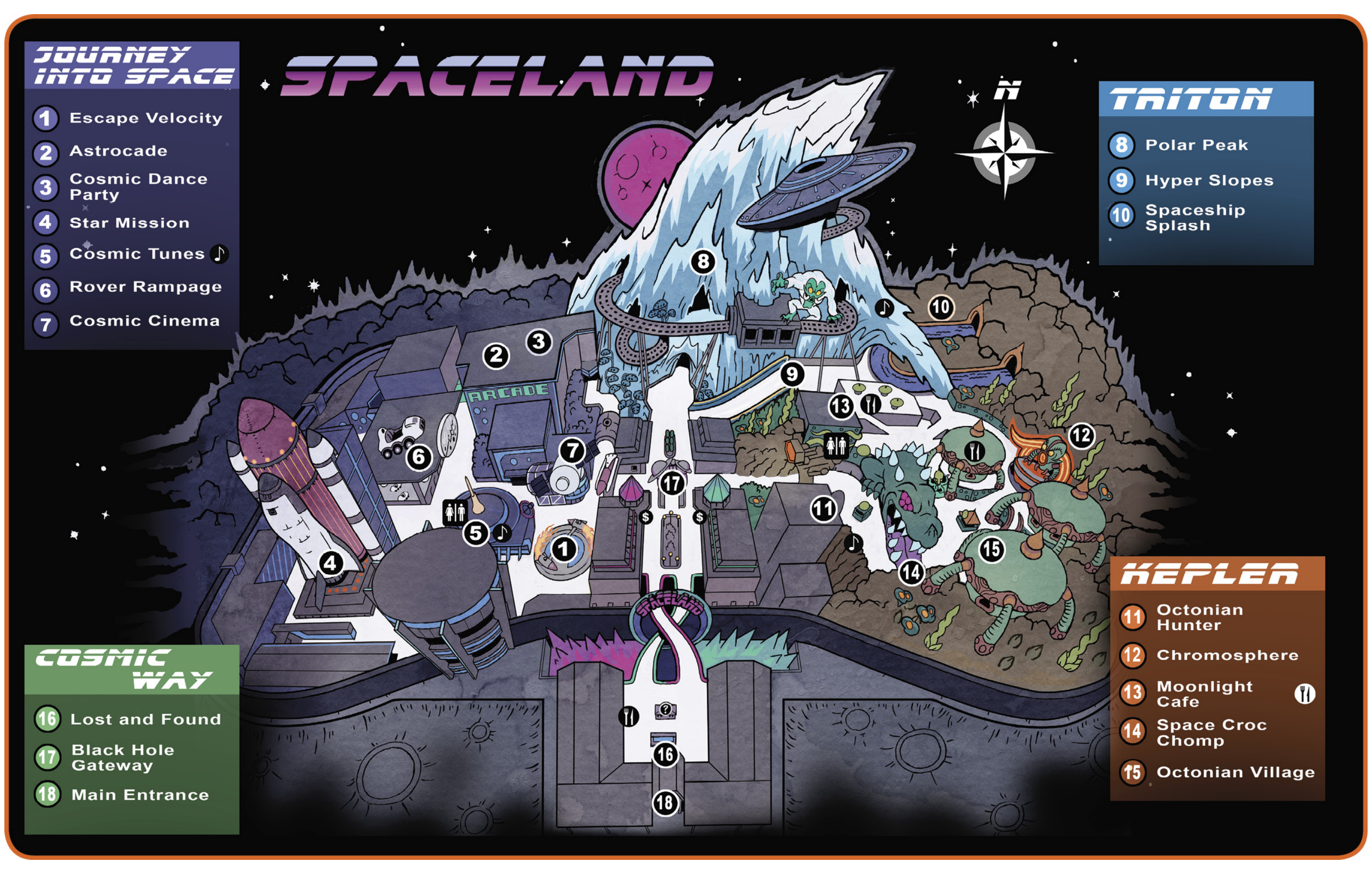
We're not going to spoil everything in the park, but this tour guide is going to get your feet grounded with a good look at all the major features of the park, and some tips on where to start looking for the main threads.

JOURNEY INTO SPACE
COSMIC CINEMA
PARDON
SPACE DUST

CALL OF DUTY
INFINITE WARFARE

Spaceland Tours

Getting Started


SPACELAND
N
JOURNEY INTO SPACE
1 Escape Velocity
2 Astrocade
3 Cosmic Dance Party
4 Star Mission
5 Cosmic Tunes ♪
6 Rover Rampage
7 Cosmic Cinema
TRITON
8 Polar Peak
9 Hyper Slopes
10 Spaceship Splash
KEPLER
11 Octonian Hunter
12 Chromosphere
13 Moonlight Cafe
14 Space Croc Chomp
15 Octonian Village
COSMIC WAY
16 Lost and Found
17 Black Hole Gateway
18 Main Entrance
ARCADE
SPACELAND

If you're a veteran of past Zombies experiences, you should settle in to Spaceland just fine, but if you're new, take a moment to brush up. It may just save your life—temporarily, at least.

Loadouts

You can configure your weapons in Zombies, but unlike multiplayer, this isn't setting your starting loadout. Rather, this allows you to customize the weapons you find and buy in the park.

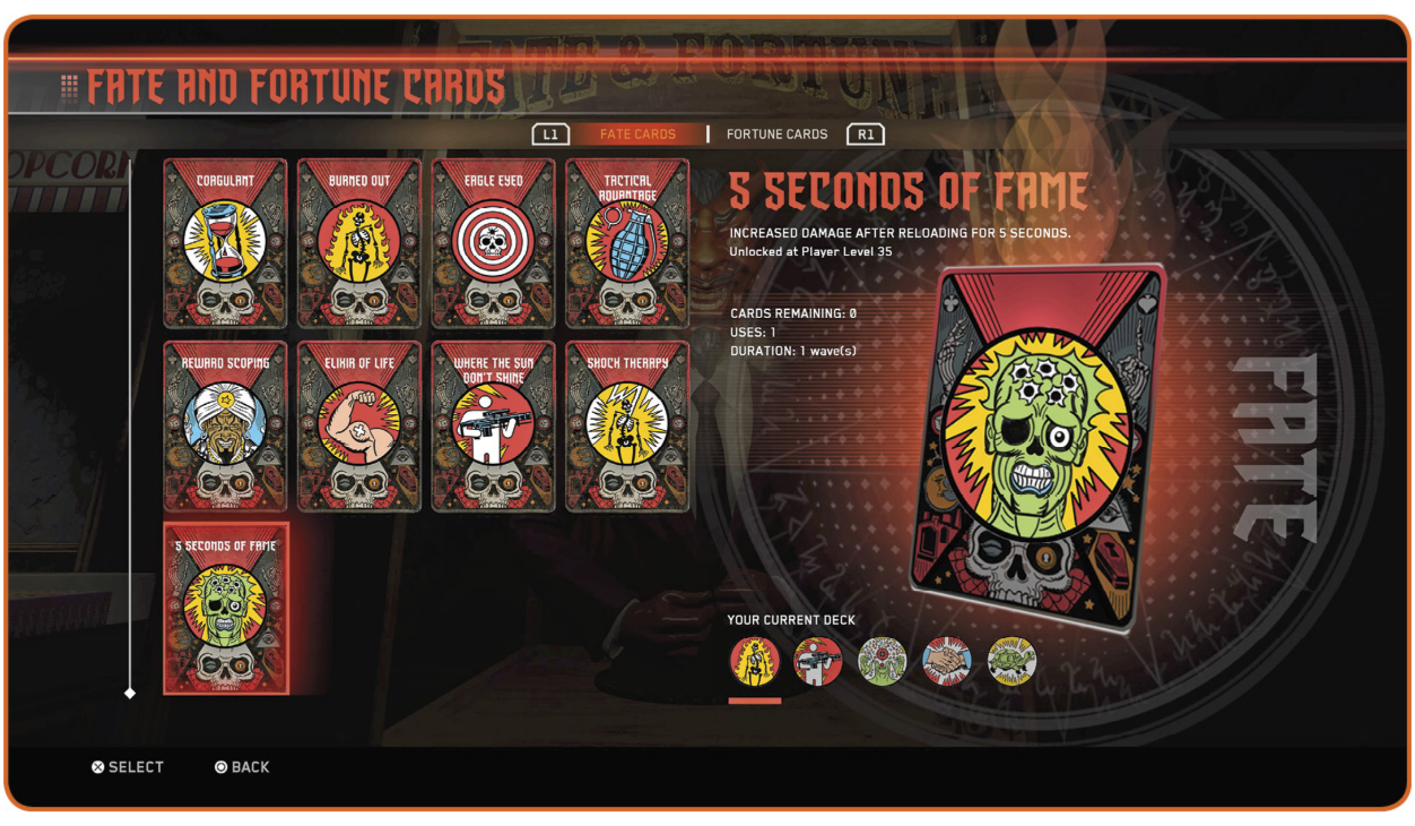
You can adjust your weapon loadouts in the pre-game lobby, so make sure you're set and ready before you go hunting for matches online.

Once the loadout is configured, you can pick up a new weapon with a scope and customized attachments.

It's not a bad idea to focus on customizing a few early, easily accessible weapons, just so you always have a solid weapon that can be easily refilled with ammo.

More powerful weapons are nice, but if they're locked deeper in the park or only available via the Magic Wheel, you may not be able to get to them quite as easily.

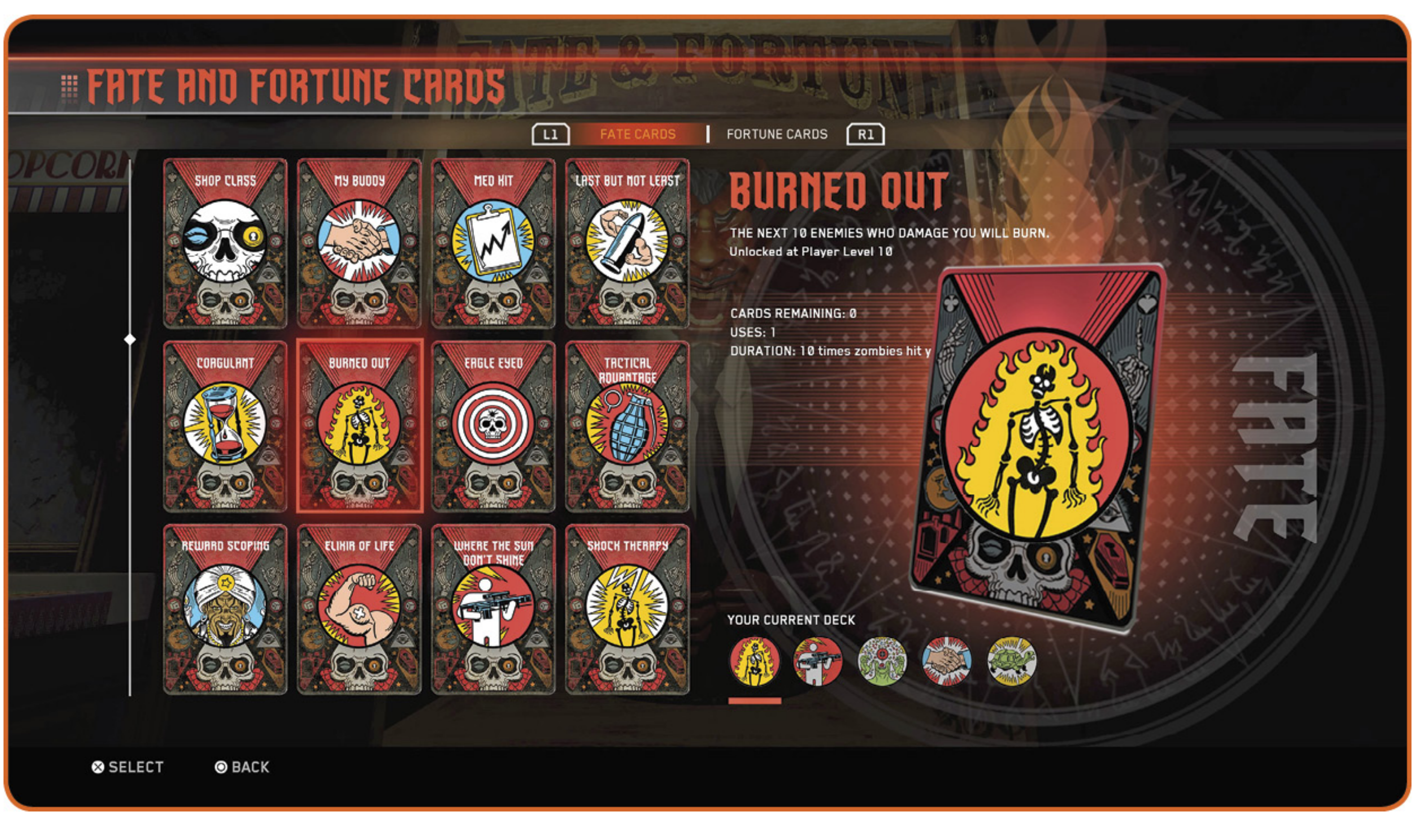
Fate and Fortune Cards


FATE AND FORTUNE CARDS
L1
FATE CARDS
FORTUNE CARDS
R1
COAGULANT
BURNED OUT
EAGLE EYED
TACTICAL ADVANTAGE
REWARD SCOPING
ELIXIR OF LIFE
WHERE THE SUN DON'T SHINE
SHOCK THERAPY
5 SECONDS OF FAME
FATE
YOUR CURRENT DECK
SELECT
BACK

5 SECONDS OF FAME

INCREASED DAMAGE AFTER RELOADING FOR 5 SECONDS.
Unlocked at Player Level 35

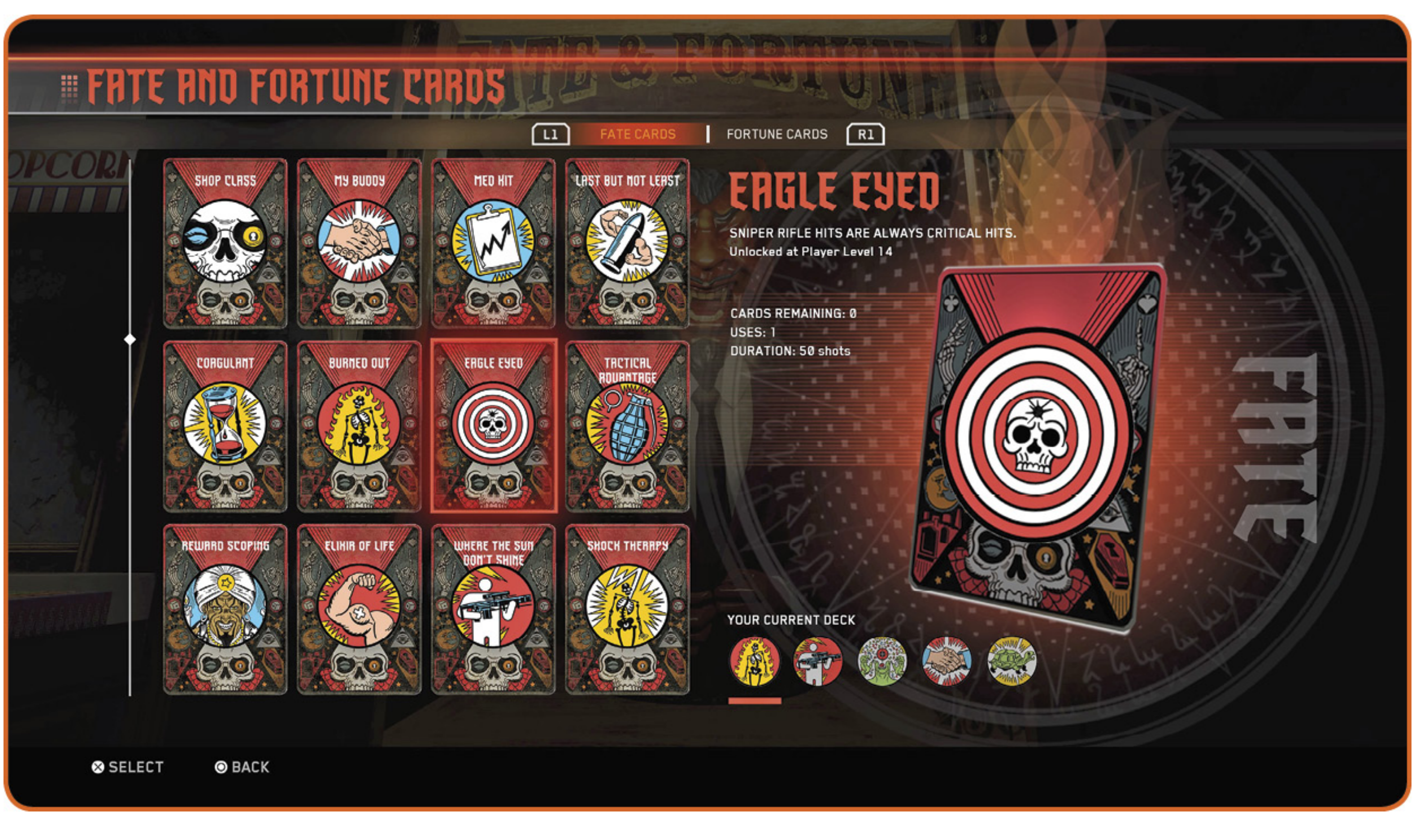
CARDS REMAINING: 0
USES: 1
DURATION: 1 wave(s)


FATE AND FORTUNE CARDS
L1
FATE CARDS
FORTUNE CARDS
R1
SHOP CLASS
MY BUDDY
MED KIT
LAST BUT NOT LEAST
COAGULANT
BURNED OUT
EAGLE EYED
TACTICAL ADVANTAGE
REWARD SCOPING
ELIXIR OF LIFE
WHERE THE SUN DON'T SHINE
SHOCK THERAPY
FATE
YOUR CURRENT DECK
SELECT
BACK

BURNED OUT

THE NEXT 10 ENEMIES WHO DAMAGE YOU WILL BURN.
Unlocked at Player Level 10

CARDS REMAINING: 0
USES: 1
DURATION: 10 times zombies hit y


FATE AND FORTUNE CARDS
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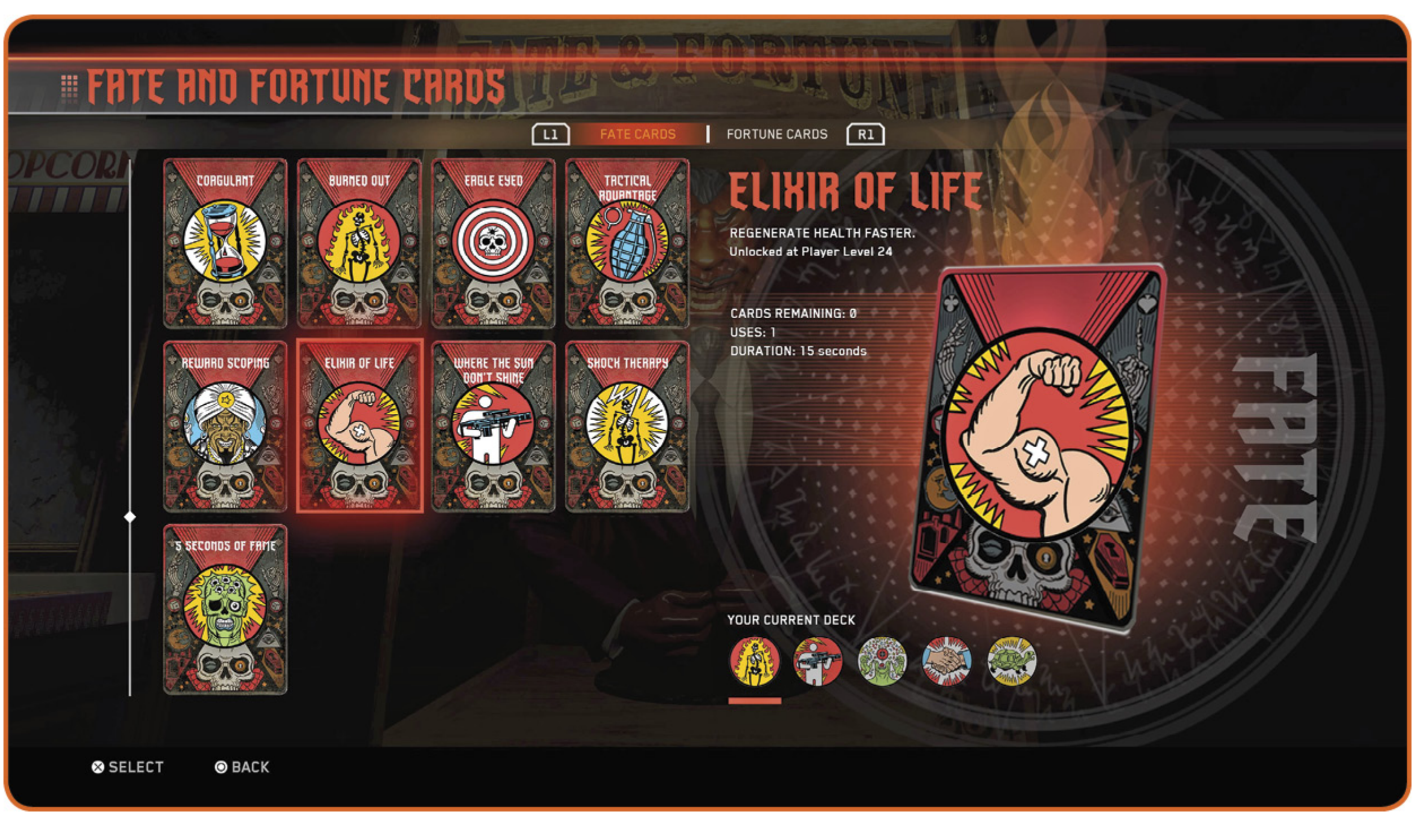
FATE
YOUR CURRENT DECK
SELECT
BACK

EAGLE EYED

SNIPER RIFLE HITS ARE ALWAYS CRITICAL HITS.
Unlocked at Player Level 14

CARDS REMAINING: 0
USES: 1
DURATION: 50 shots


FATE AND FORTUNE CARDS
L1
FATE CARDS
FORTUNE CARDS
R1
COAGULANT
BURNED OUT
EAGLE EYED
TACTICAL ADVANTAGE
REWARD SCOPING
ELIXIR OF LIFE
WHERE THE SUN DON'T SHINE
SHOCK THERAPY
5 SECONDS OF FAME
FATE
YOUR CURRENT DECK
SELECT
BACK

ELIXIR OF LIFE

REGENERATE HEALTH FASTER.
Unlocked at Player Level 24

CARDS REMAINING: 0
USES: 1
DURATION: 15 seconds

Fate and Fortune cards can be configured in the lobby, like your weapon loadouts.

You can customize your deck with up to five unique cards. Each one can only be used once, but it is possible to refill your deck while in the park. Doing so is expensive, and you can only refill it twice per game, max, so consider your deck loadout carefully.

You can use a card from your deck after charging your Fate and Fortune meter, shown in the bottom-right of the HUD. Damaging and killing zombies causes it to charge, and when fully charged, an on-screen prompt flashes to alert you that your deck is ready. Press up or down to cycle through available cards, then hit your Super button combo to activate a card.

Scenes

Every round of zombies is known as a Scene. You begin at Scene 1, and increase the Scene number every time you manage to kill every zombie currently in the park.

Note that you don't always want to rush to finish a Scene. In fact, delaying Scene progression can help you in the long run, allowing you to move around the park, unlock more areas, acquire more gear, and advance your goals in the park.

As the Scene count increases, the zombies you face get tougher. You encounter exploding clown zombie rounds, giant zombies begin to appear, and every zombie gets tougher.

The only way to keep pace with the escalating numbers and toughness of your foes is to improve your own arsenal and fight hard. Eventually, you will succumb to the horde, but how long can you last? And can you discover all the secrets of the park before you fall?

Ranking Up

Killing zombies and exploring the park earns experience, and as you rank up, you earn the ability to customize more of your loadout.

Play with friends and go for long-lasting holdouts against the hordes to maximize your experience gained per game.

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INFINITE WARFARE

The zombies begin attacking in small numbers and moving slowly, but that doesn't last long. They get tougher, faster, and more numerous as the Scene count increases.

Zombies come in three types.

Regular zombies are your standard-issue decaying, undead horror. They crawl through windows, emerge from holes, jump fences, and generally find their way into the park any way they can.

Normal zombies simply shamble or sprint toward you and attempt to apply a melee beatdown. Move swiftly and herd them into large packs where you can dismantle them with automatic weapons fire, explosives, personal traps, or park traps.

Exploding clowns are exactly what they sound like, and are, in fact, the worst—the very worst. On certain Scene rounds, they appear in large packs, rush you and your teammates, and detonate after a short pause, once they get close enough.

Exploding clowns are a bit weaker and easier to kill than normal zombies, and you can use the pause before they detonate to sprint and slide away from them, but you must be fast.

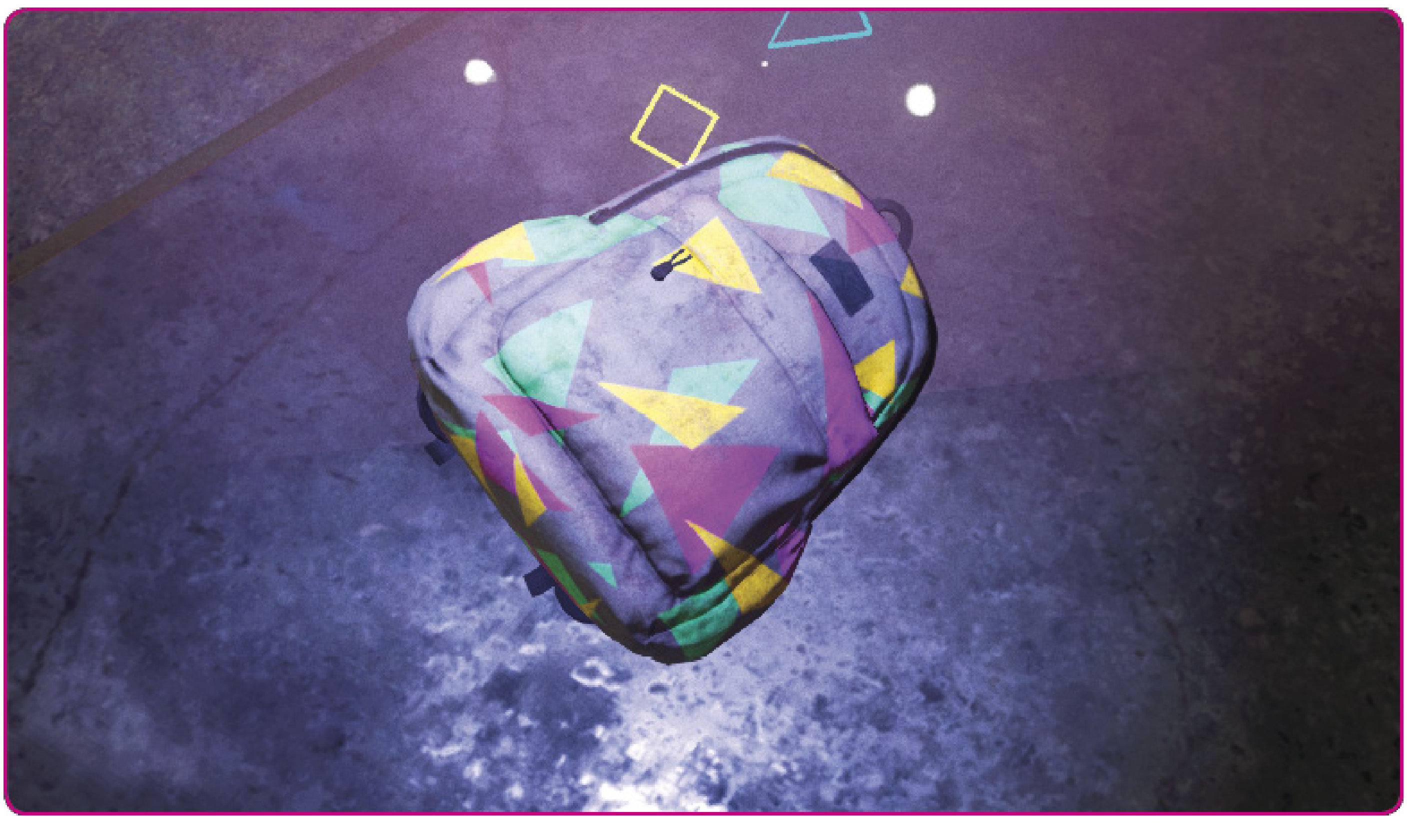
Brutes are large mutant zombies wearing alien masks. They can even project damaging beams of energy from their masks! Brutes are extremely tough, requiring heavy coordinated firepower directed at their heads to defeat them.

Dealing enough damage to their mask causes them to enrage, remove the mask, and charge at you swinging…which isn't much of an improvement over blasting you from a distance with energy beams, but it gives you a chance to unload in their face and defeat them.

If possible, try to make use of park or placed traps to deal with the normal zombies while you handle the big ones when they appear.

Back Packs and Fanny Packs

Occasionally a downed zombie may drop a bit of loot. It can be tickets, cash, or a magazine for your equipped weapon.



Power-Ups

Enemies can also drop power-ups. These are one-shot items, and when picked up they take effect instantly.

Carpenter repairs all windows, boarding them up fully.

Nuke instantly kills all normal nearby zombies in a fiery explosion.

Max Ammo is an important power-up, giving your team full ammo for equipped weapons. This is the only way to restore the ammo for special weapons (such as those acquired via the Magic Wheel or other methods).

Firesale gives a discount on your next purchased item. You can use this to pick up an expensive wall buy weapon on the cheap.

Infinite Ammo gives you unlimited ammo for your weapons for the rest of the round.

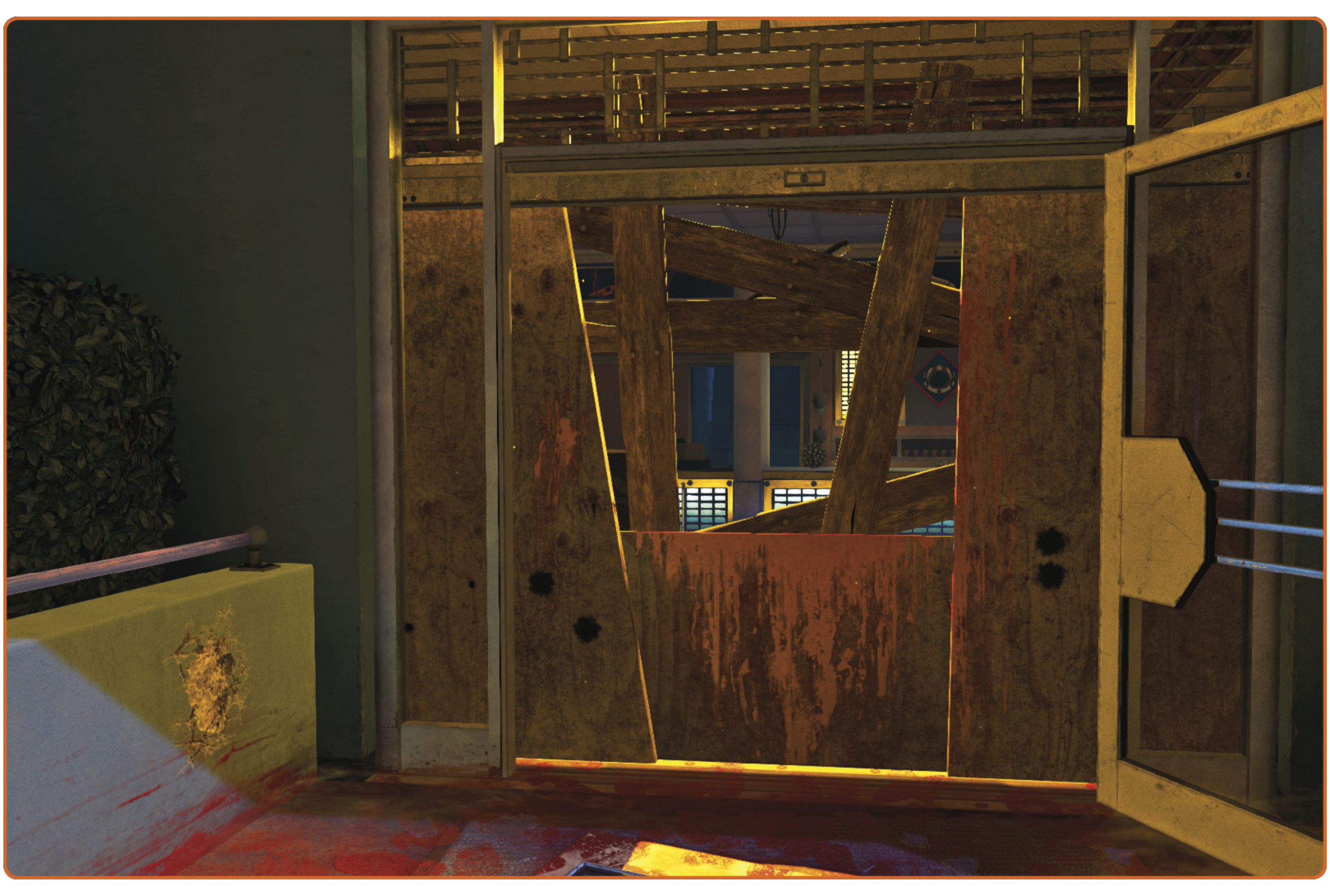
Instant Kill causes your weapon to kill zombies in a single shot.

Cash Only

No credit is accepted here, only bucks earned by slaying zombies. You can spend your hard-earned money on a variety of items around the park.

Window Repairs

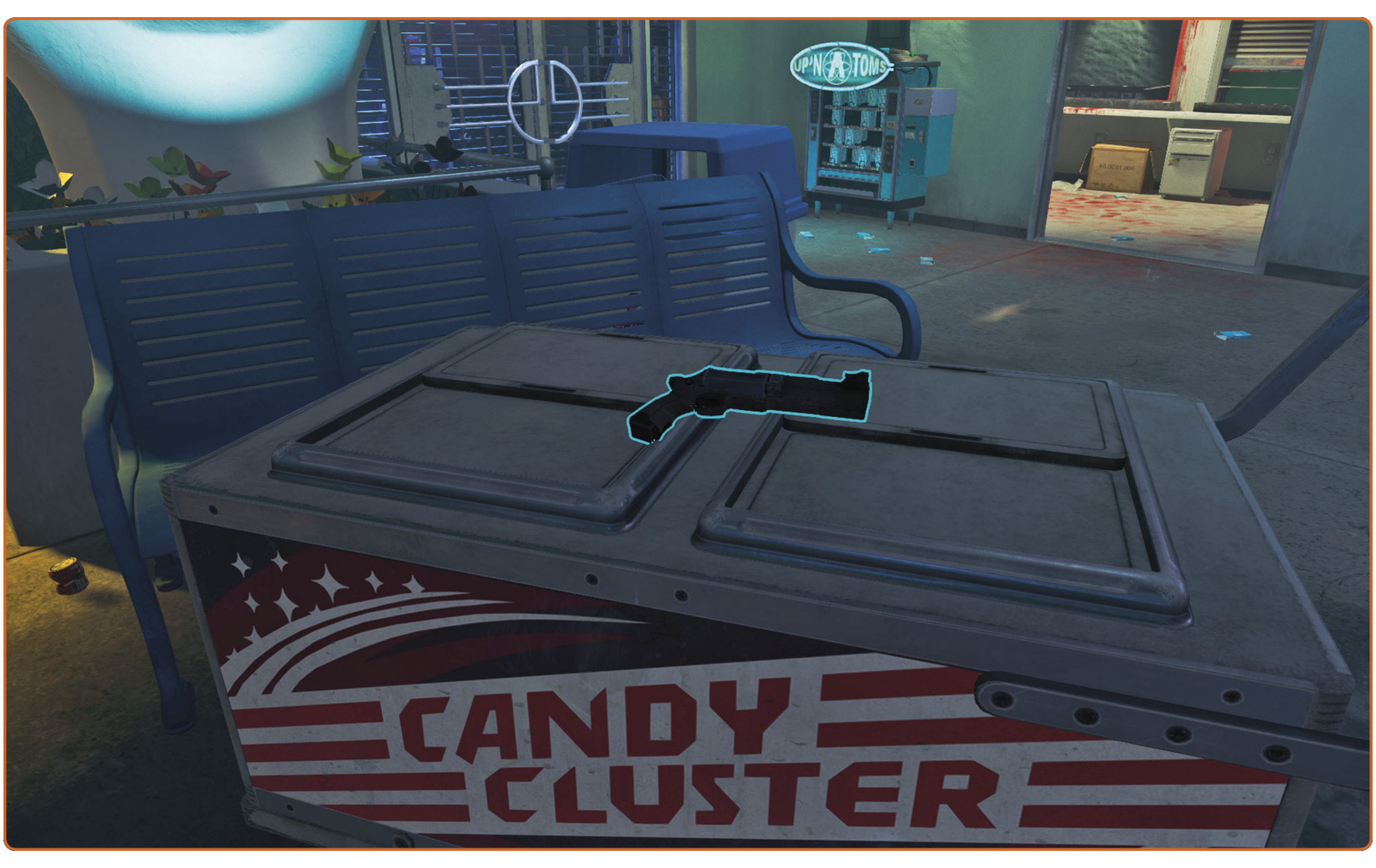
Repairing windows is a temporary measure, but it can help to protect you from a zombie route into the area near you—and earn you a few bucks in the process.



Doors

Opening up the different areas of the park requires you to spend cash on the barricades that block access. When you're playing co-op, you can share the cost, spreading it around to whoever can most easily afford to pay.

Wall Buys

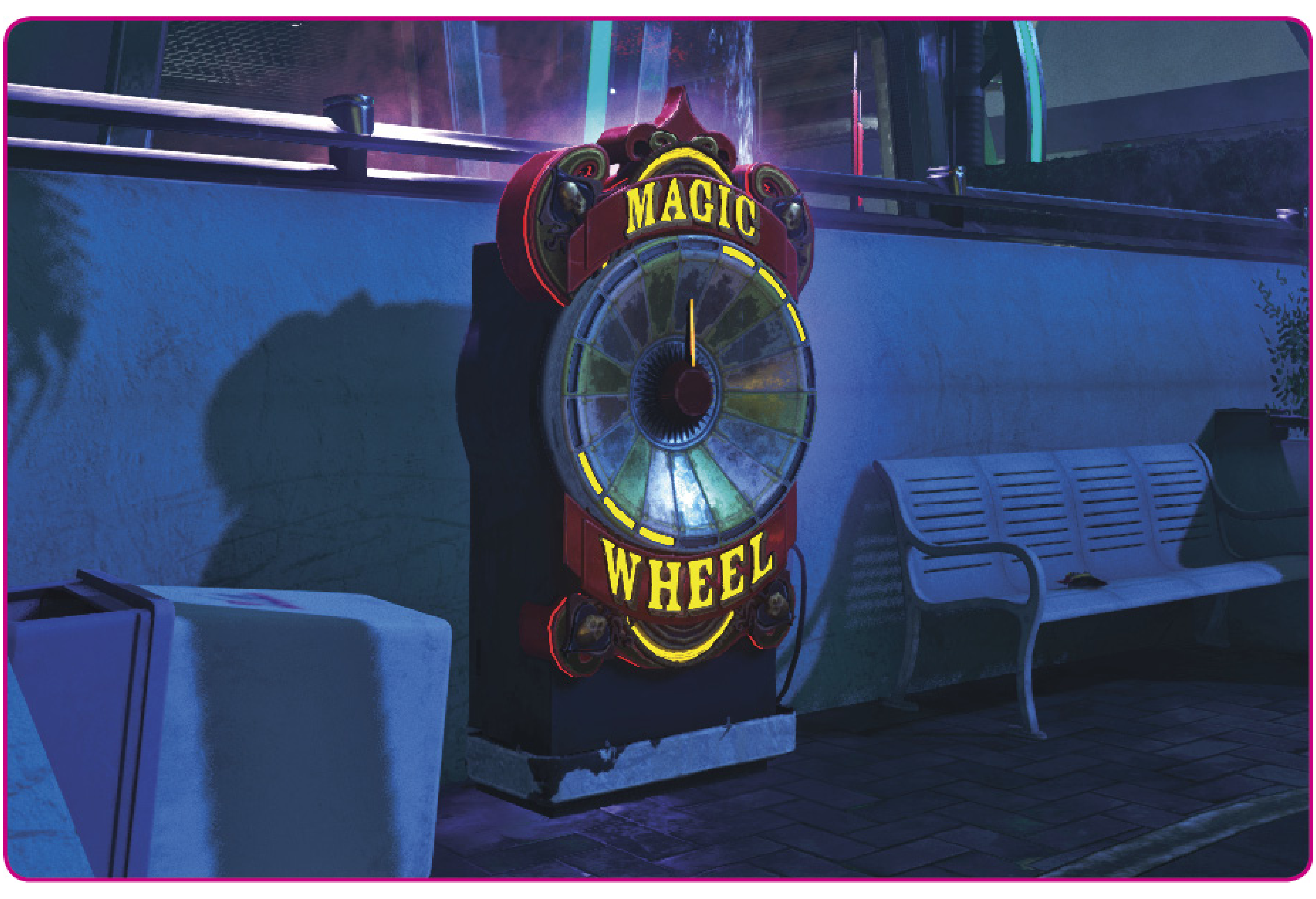


This is the usual method of acquiring weapons, especially early in a new game. Wall-purchased weapons have all the upgrades you customized them with in the pre-game lobby.

After buying a weapon, you can return to the same wall buy site and purchase it again to refill the ammo for the weapon—at a discount.

This is one major reason that wall weapons remain important even after you've learned your way around the park. The ability to refill your ammo easily and economically is important.

Magic Wheel



The Magic Wheel is the second primary source of weapons, after wall buys, but it is a bit more difficult (and unreliable) to use.

First, you have to find an active wheel and make sure it has power. Then you must have enough to spin the wheel once. The weapon that you get is random.

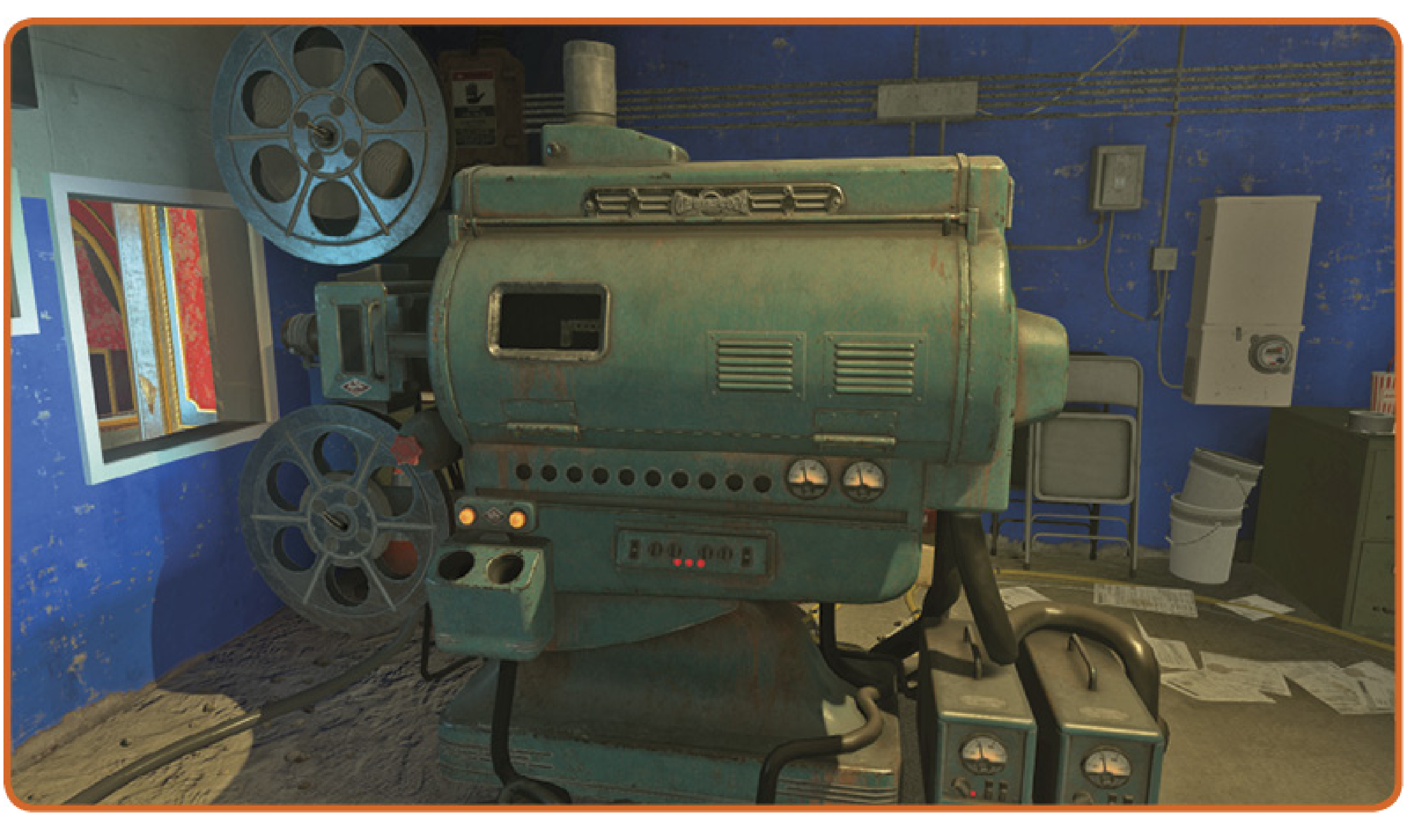
There are multiple wheel locations around the park, but only one active at a time. And after you use the wheel several times, it deactivates and another wheel elsewhere in the park becomes active.

The wheel is the only way to get certain weapons and equipment, so once you have some excess cash, it's worth investing in. The payoff can be significant.

Pack a Punch

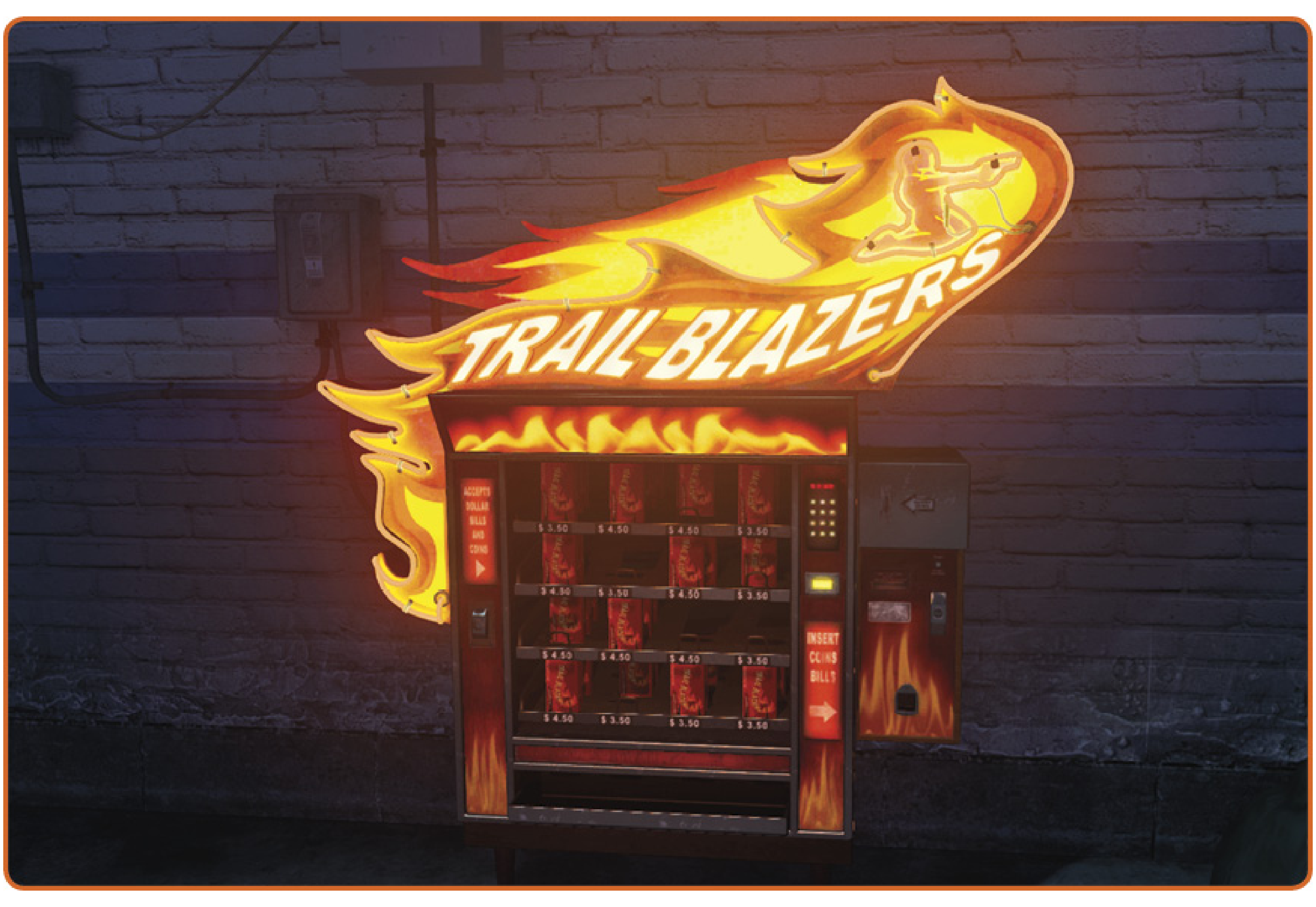
It takes some doing to find and unlock the Pack a Punch machine, but once you do, you can take a weapon to the machine and upgrade it by paying a one-time fee.

Once "packed," a weapon gains considerably increased power. Every weapon that can be packed gains unique upgrades, and getting your arsenal packed is the key to surviving into later waves more consistently.



Candy Machines

Candy machines act as "perks" for Zombies mode. You can purchase up to five such perks active at any one time, and you can remove a perk by revisiting the machine and deactivating it.

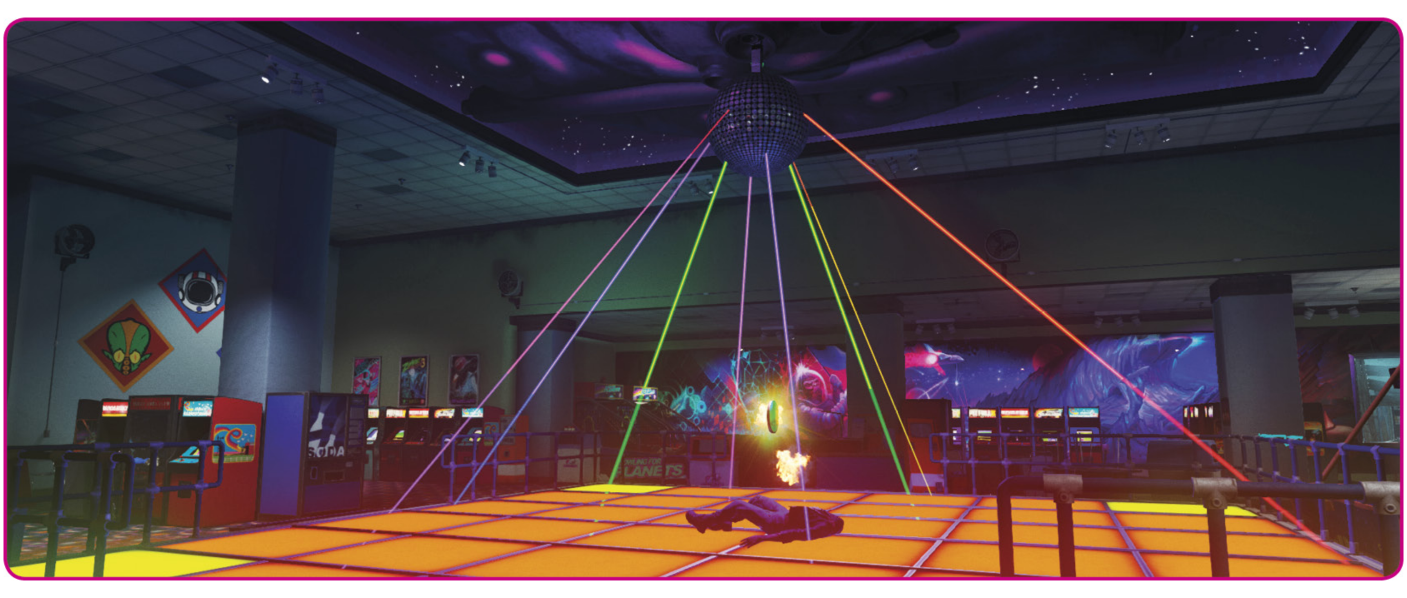


The perks give you increased power, more durability, an extra weapon slot, or other benefits, all of which are useful.

There are no trade-offs with candy perks, so you want to unlock and access the machines as quickly as possible. Because the machines are scattered around the park, you do need to decide which you are going to prioritize so you can reach them efficiently.

Eventually you can gain access to all of the machines in the park when every area is opened up, so you can change your loadout as your arsenal improves based on your current needs.

Traps



Traps are scattered around the park. All of them tend to be part of some attraction in the park, and all are triggered by spending some cash at one of the activation stations for the trap, as long as the trap has power.

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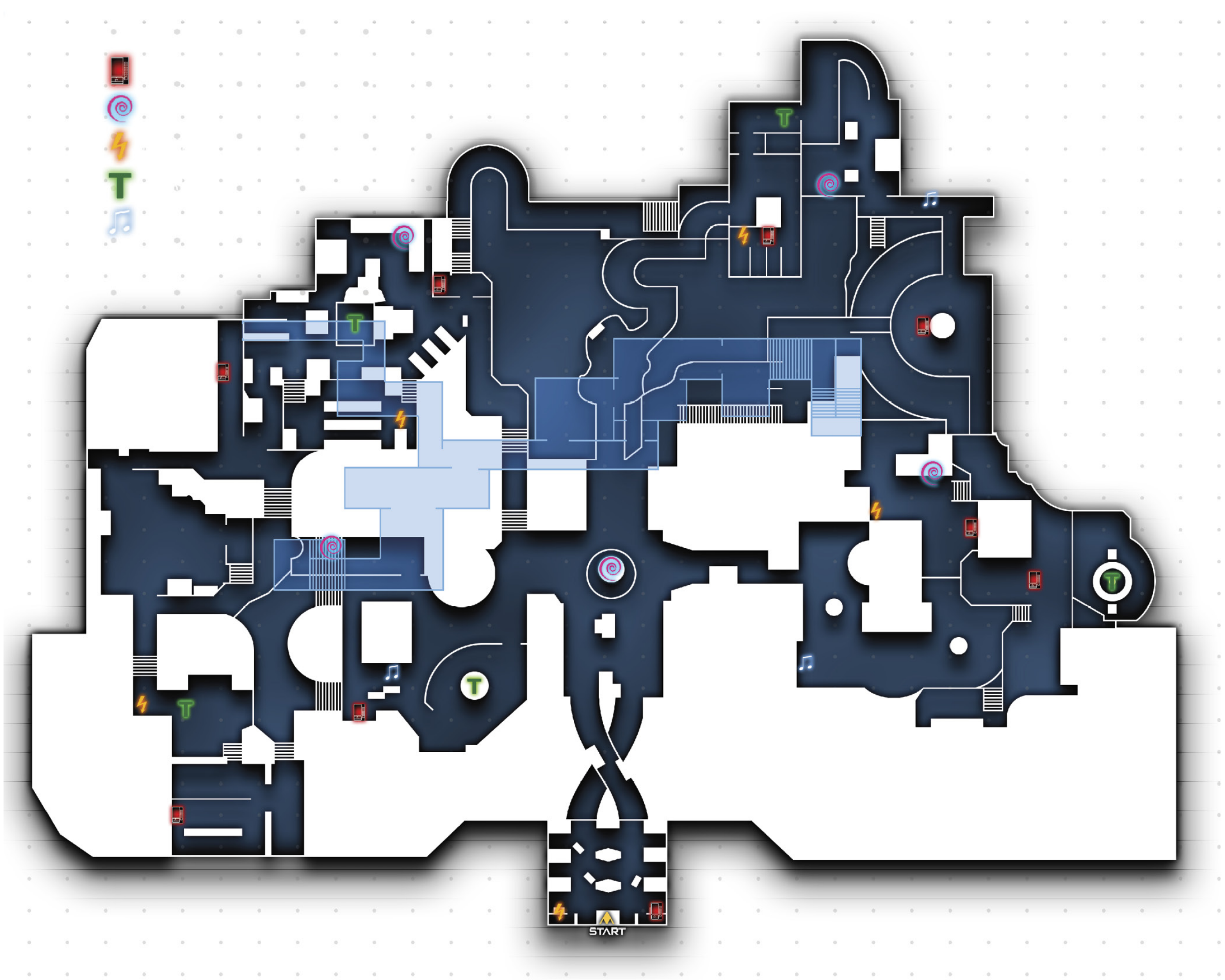
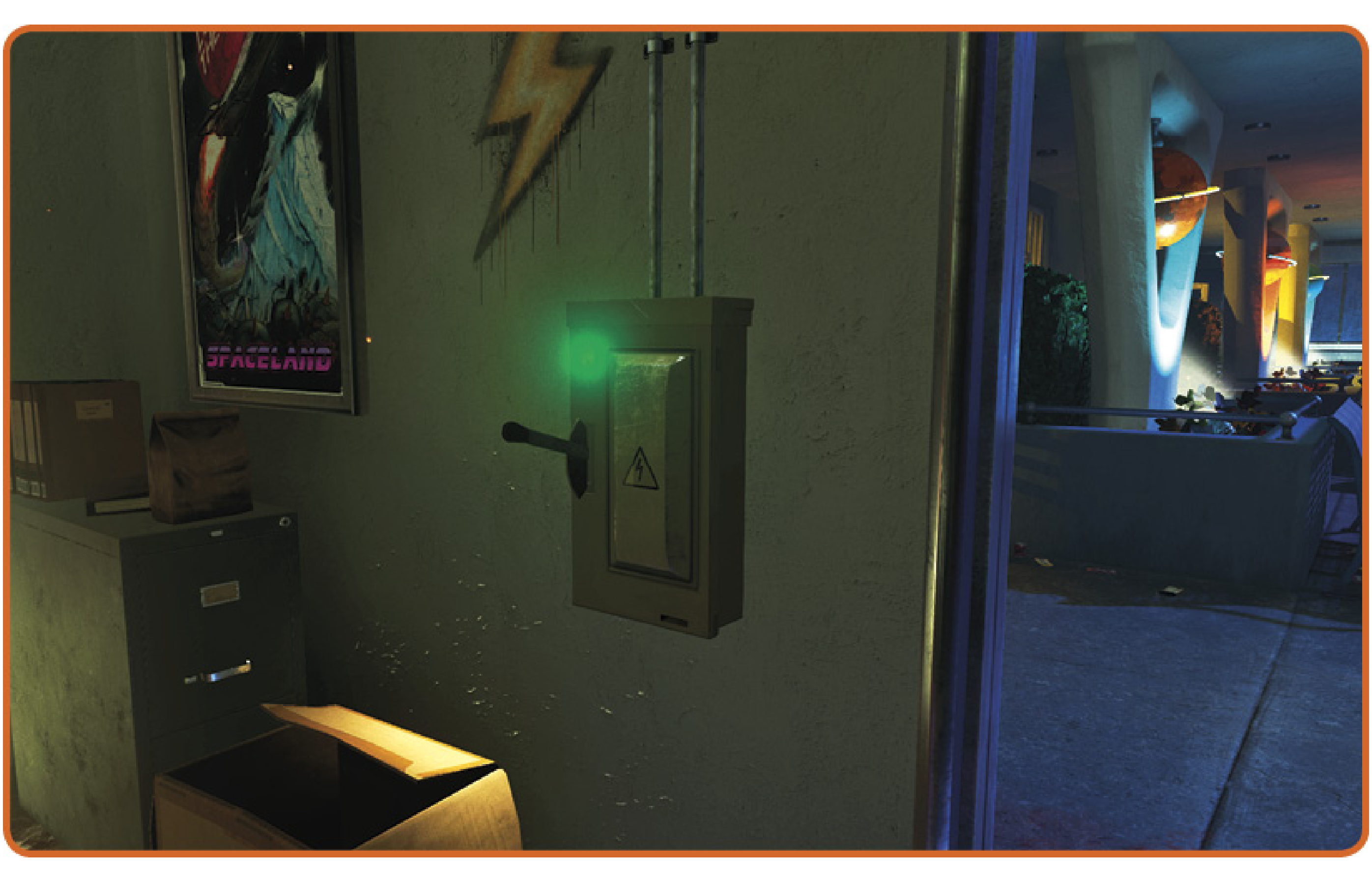
Spaceland Tours

Park Features



Power!

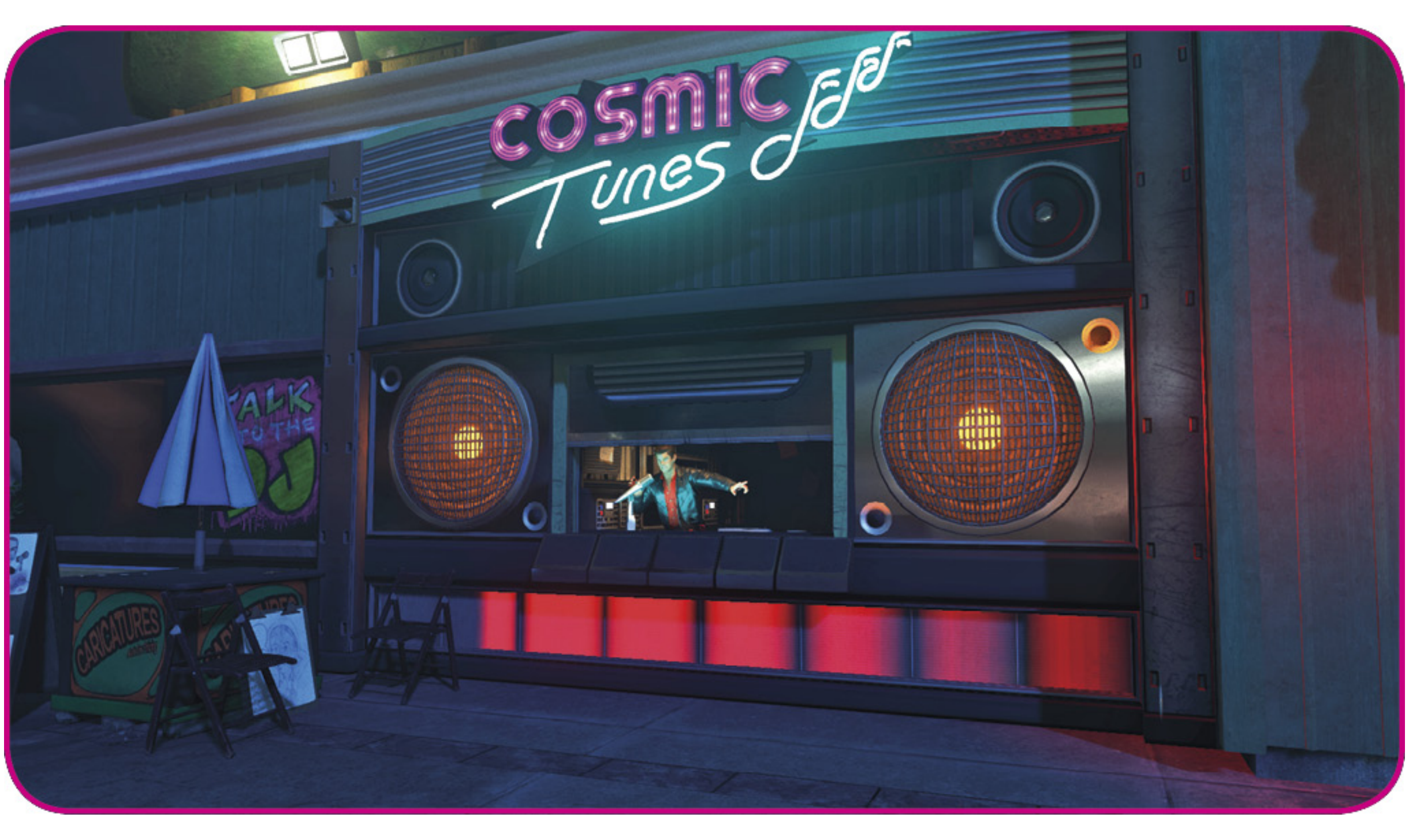


You need to find the breaker switches scattered around the park to turn the power back on.

Without power, you can't use nearby machines or traps, so track down the breakers as quickly as possible. You can find their locations marked on the map. They aren't hidden, so you simply need to pay to open the route to the breaker and then trigger it.

The DJ

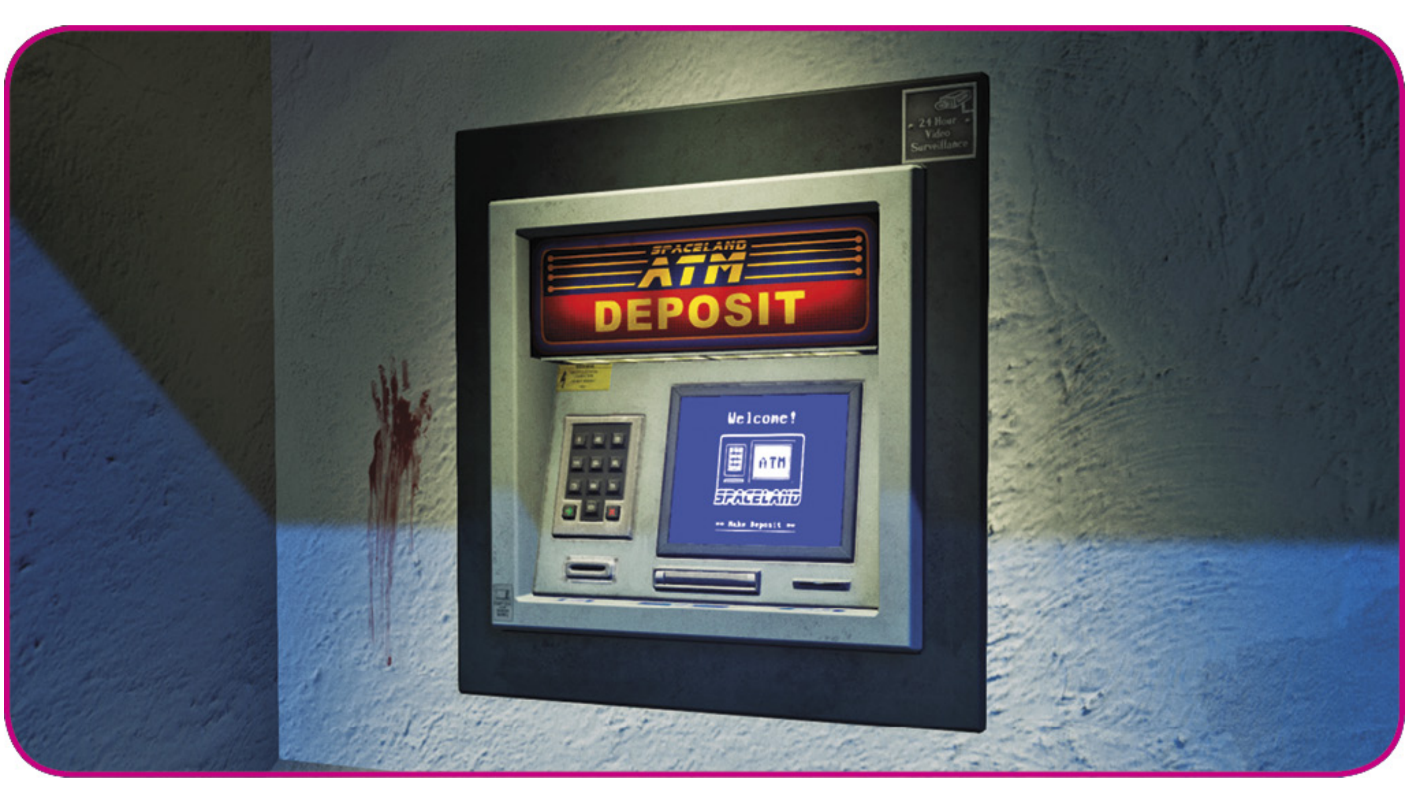
Every park needs good tunes, and this park has the best DJ. There are a few DJ stations located around the park, but the DJ is only present at one of them at a time. Pay a visit. Maybe he'll have some tasks for you…



ATMs

ATMs, located near the park entrance, allow you or your teammates to deposit or withdraw cash from one team-wide account. This allows you to share cash with a teammate to help them get the funds for a spin on the weapon wheel, for example.

This is also useful to preserve your funds in case you should die in a multiplayer match. Any money you have stashed in the ATM is safe and can be withdrawn later.

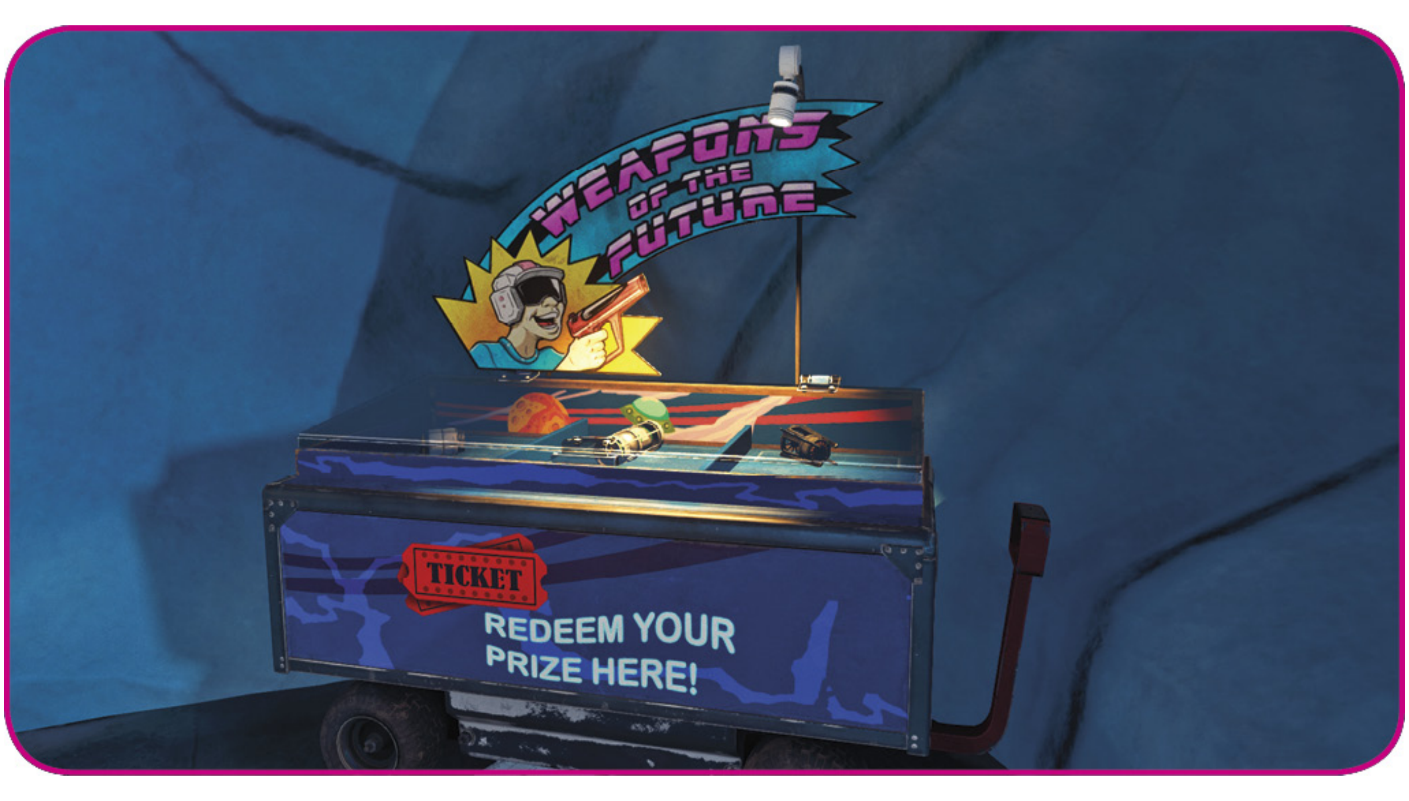


Tickets and Concession Stands

Tickets are a secondary currency. There are minigames scattered around the park that reward tickets. You can find them in goodie bags dropped by zombies, and they are awarded when you catch zombies in traps in the park.

Tickets are used to purchase special items at concession stands around the park, including alternate grenades and upgrades for your weapons.

Tickets are a bit more limited than cash because you need to perform more specific actions to earn them than simply killing zombies (though that will earn you some tickets), so spend them carefully.



Fate and Fortune Booths

Fate and Fortune booths are special machines that allow you to reset your Fate and Fortune deck for a high fee. You can only do this a few times in a single game, and it is expensive, but if you have a powerful deck, refreshing it can help you survive into later rounds.

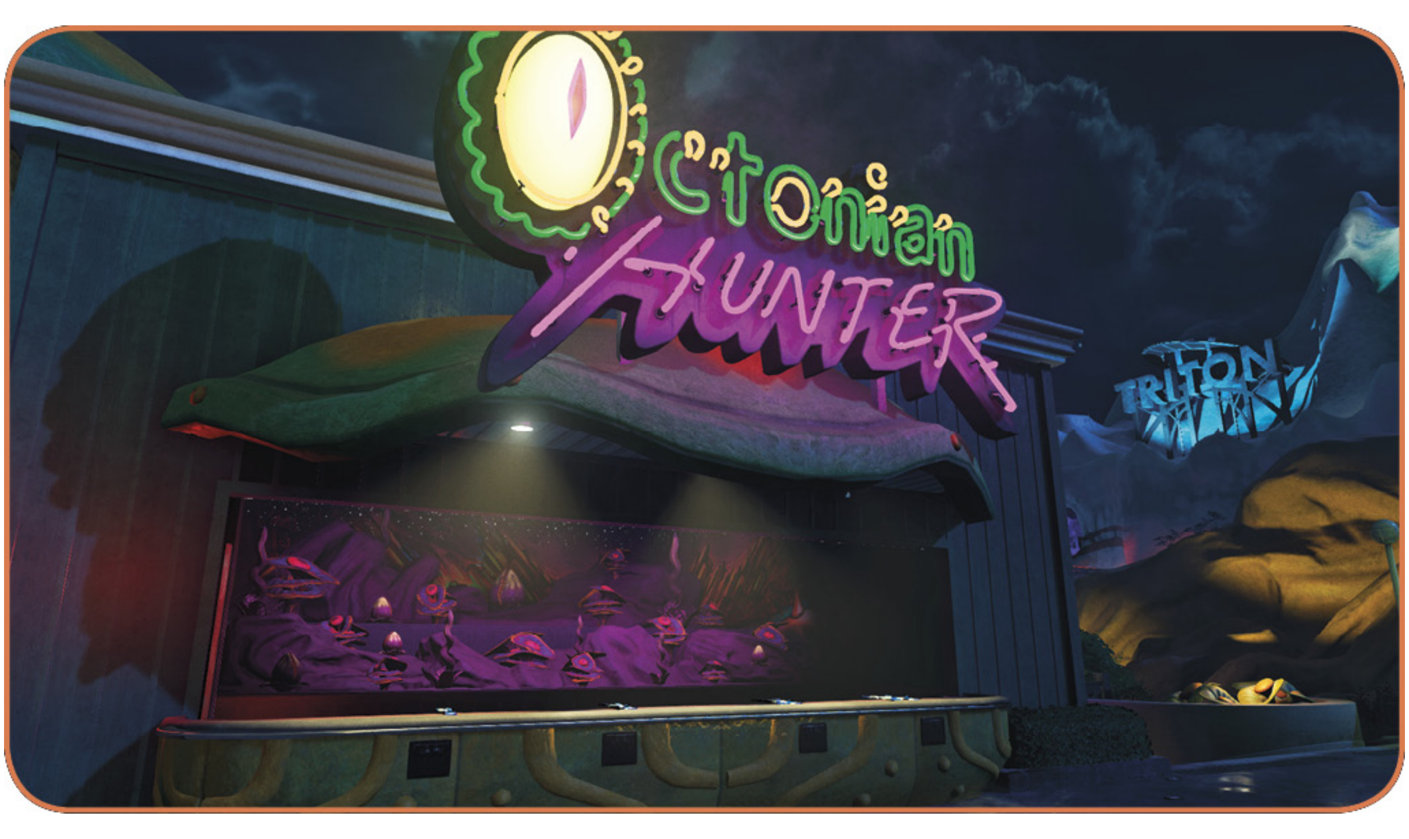
Arcade

The arcade in the park is fully functional! You can play classic arcade games at the machines, and play novelty minigames to win tickets. Just be careful about trying to play Pitfall with zombies nearby trying to eat your face.

Attractions

Scattered around the park (and concentrated in the arcade) are a handful of minigames you can play to earn tickets. You can ride the coaster, try your hand at the target shooting gallery, or shoot a few hoops.

Winning or scoring well in an attraction earns you tickets. Just make sure you have some teammates to cover your back while you play. Otherwise, you should only attempt to use them just after picking up a nuke power-up, or between rounds on games you can finish quickly to pick up a few extra tickets.



Roller Coaster

Scattered around the park (and concentrated in the arcade) are a handful of minigames you can play to earn tickets. You can ride the coaster, try your hand at the target shooting gallery, or shoot a few hoops.

Winning or scoring well in an attraction earns you tickets. Just make sure you have some teammates to cover your back while you play. Otherwise, you should only attempt to use them just after picking up a nuke power-up, or between rounds on games you can finish quickly to pick up a few extra tickets.

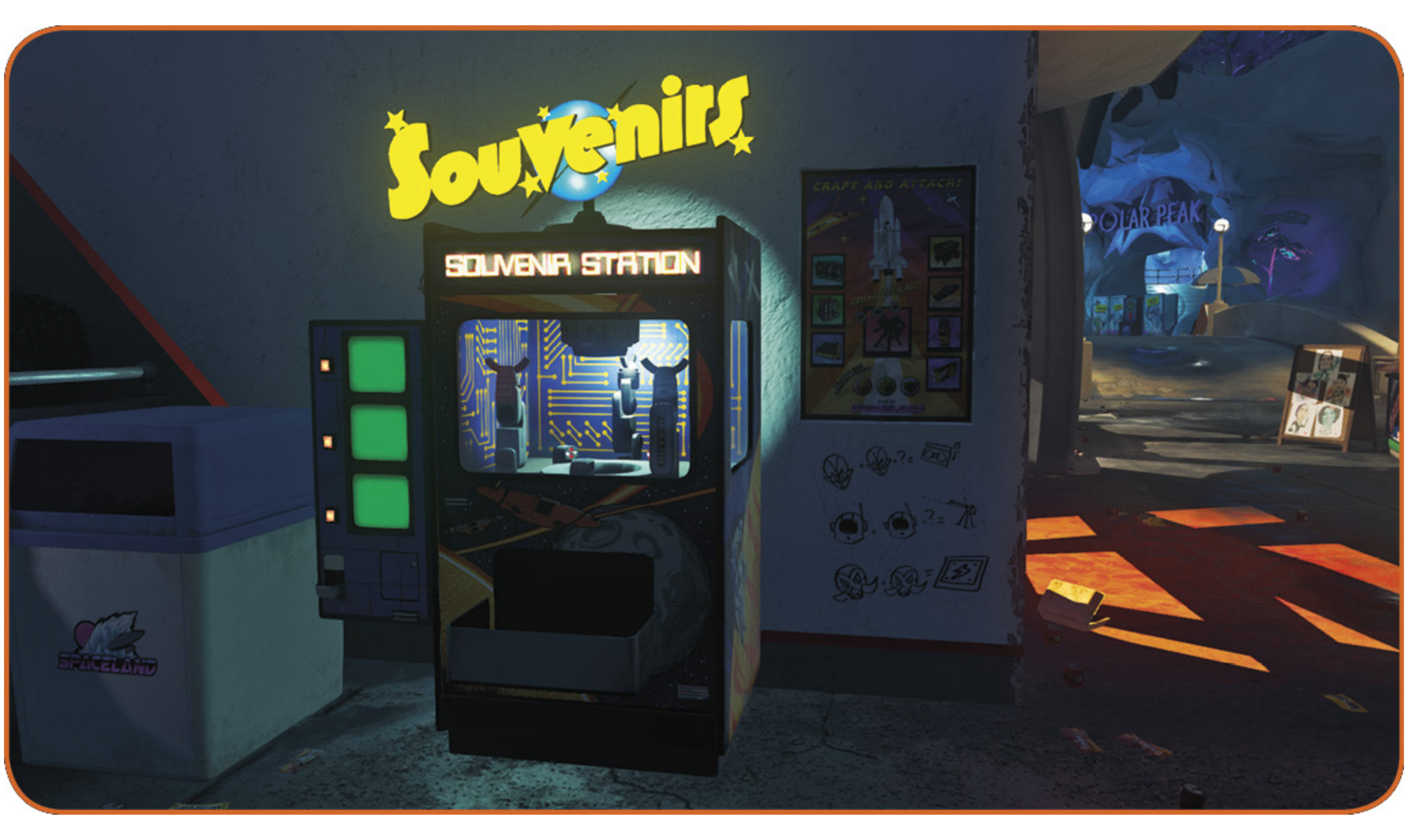
Lost & Found

Located at the park entrance, the Lost & Found is where you can (temporarily) recover weapons lost from death, if you hurry to recover them before they vanish and have an abundance of cash on hand. Think about the cost of what was in your inventory—in early scenes, it may be more cost effective to rebuy your weapons from the walls than to get them from the Lost & Found.

Souvenir Coins

Occasionally while exploring the park, you may find special commemorative prizes dropped by the zombie hordes. You can carry only one of these coins at a time, and they can be turned into the Souvenir Stations around the park. Aim to turn in three to a particular machine to get a prize!

Souvenir Stations



Souvenir Stations accept the coins dropped by zombies, and reward special prizes, depending on the order of the coins you deposit. Each unique combination produces a different reward. It doesn't matter what order you insert the coins in for multicolor combinations of Red, Green, and Blue. (RGB gives the same payout as GRB, and BBR is the same as RRB.)

- GRB: Kindle Pops
- BBB: Sentry Turret
- RRR: Medusa
- GGG: Revocator
- BBR: Laser Window Trap
- BBG: Electric Trap
- RRB: Fireworks Trap
- RRG: Boom Box
- GGB: Boom Box
- GGR: Sentry Turret

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Spaceland Tours

Park Quests

There are, of course, more elaborate secrets to be discovered in the park. Where to get started? Well, the prize stand in the arcade has some interesting rewards; that's one place to begin.

Oh, and this is a theme park with Souvenir Stations in different themed areas. Perhaps you should experiment with those, as well.

There's also a friendly looking robot right near the entrance. Why not say hello?

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Spaceland Tours

Surviving Spaceland

Survive Spaceland? You won't. Well, not in the end, at least. The question isn't if you can survive, but rather, how much can you accomplish in one game?

Every match you play earns you unlocks for your wall buy weapons, and as you learn your way around the park, you can get much more efficient about spending your cash.

Quickly unlocking areas to reach your favorite candy machines and figuring out which weapons you prefer to buy and what ticket upgrades to purchase all lead to improving your power and your speed.

The faster you can get your favored weapons and get them packed, the better. If you get high-powered gear in the early stages of a match, you're set up much better to survive later in the game.

Don't worry too much about fumbling in your early games. There's plenty to learn and explore. Relax and enjoy the journey and the discovery. (Well, relax as much as you can with a pack of exploding clown zombies chasing you, anyway).

CALL OF DUTY
INFINITE WARFARE

Call of Duty 4: Modern Warfare Multiplayer

Introduction

You're about to begin one of the most intense battles ever played online. It's lucky for you that you've acquired a file that contains everything you'll need to survive any battle. Whether you're a squeaky-clean noob or a hardened online veteran, this classified section will provide you with valuable intelligence on everything from making it from Private to Prestige mode, to UAV data on all locations.

This section contains documentation on all of your weaponry, attachments, perks, ranks, challenges, kill streak bonuses, satellite data on every location you'll see throughout your tour, and more. This document will train your team to infiltrate some of the most impenetrable locations without detection or loss of life, and eliminate your enemies with extreme prejudice. You'll be fighting against some of the most elite soldiers in the world, and you'll have all the tools you'll need to make them look like boot camp washouts. Take it all in and have it at the ready, because you're being called to duty…

CALL OF DUTY
INFINITE WARFARE

Basic Training

Multiplayer Overview

Multiplayer battles in *Call of Duty 4: Modern Warfare* range from 1 vs. 1 cage matches to insane 18-player ground wars (max on PC is 24 players). You'll have several weapons in each class to choose from, depending on your style of play or the location where you're fighting. Weapon attachments become available as you prove your worth on the battlefield, but nothing comes easy. This section contains all of the features you can eventually access and tells you how to best use them, when and where. Special abilities called "Perks" will also be at your fingertips, but again, you have to work for them. Along the way, you'll be challenged with innumerable tests that you'll be rewarded for at every turn. Your enemies will know you've completed these when they see the flash of your golden weapon.

Control Adjustments

One of the most important things you can do is to set up your controls so that they suit your style of play. If you like to run and gun, you might want to set your sensitivity to High. If you're a sniper, you might want to set it down to Medium or lower. Always keep in mind that when you look down the barrel of your weapon, whether it's through your iron sights or a sniper rifle scope, your turning speed slows down. You can also set your controller sensitivity (for consoles) to whatever you like. Click on Custom to edit your settings from near-slow motion to lightning fast. Peruse the control layouts to see what works best for you. You can change everything from your look inversion to which buttons control your melee attacks.

Button/Keystroke Command

Action	Xbox 360	PlayStation 3	PC
Attack	Right Trigger	R1 Button	Mouse Button 1
Movement	Left Analog	Left Stick	W, A, S, D
Stand/Jump	A Button	X Button	Space
Crouch/Prone	B Button	Circle Button	C and CTRL
Aim Down Sight	Left Trigger	L1 Button	Mouse Button 2
Melee Attack	Push Right Stick	R3 Button	V
Switch Weapon	Y Button	Triangle Button	1 or 2
Sprint/Steady Scope	Push Left Stick	L3 Button	Shift
Throw Frag Grenade	Right Bumper	R2 Button	G or Mouse 3
Throw Special Grenade	Left Bumper	L2 Button	4
Inventory	D-Pad	D-Pad	5, 6
Reload	X Button	Square Button	R
Use	Hold X	Hold Square	F
Nightvision	D-Pad	D-Pad	N
Show Objectives/Scores	Pause/Back	Start Button	Tab

HUD and Crosshairs

Your heads up display (HUD) shows you everything you need at a glance, including radar, which will display your own team's individual positions and enemy positions when UAVs are called in, or when an enemy fires a non-silenced weapon. Enemy radar blips don't stay visible forever, so be quick about eliminating them or relaying their locations to your teammates. Your ammo count doesn't display how many magazines you're carrying, but the total number of rounds that you have with you. The bullet icons gray out as you fire each round, and the number of rounds remaining also decreases. There are two icons above your round count that display how many special and frag grenades you have left. You can also see the faction logo depicting which team you're on, and the current score for each team. The time left in the round is also displayed next to the score. Bear in mind that most of these elements will be removed when hardcore mode is enabled. At the bottom of the screen, there are circles to depict what the D-pad does, night vision, grenade launcher, etc. The HUD also displays who's speaking on the mic and who killed who, with an icon of the weapon used to kill that player. At the very bottom of the screen, spanning the width of the display, is your rank meter. This meter fills in with yellow as you progress to the next level and gain experience points.

Your crosshairs give you some great information. Anytime one of your bullets hits another player, your crosshairs turn from a + to an x to confirm the hit. In addition, stun grenades also turn your crosshairs from a + to an x. Use this intel to verify if your stun grenade has worked. The crosshairs spread apart as you move, encompassing the area where your rounds will land if you fire on the run. The crosshairs contract when you stop moving, and contract even more when you change stances from upright to crouched to prone.

Where's My Life Meter?

There isn't one. Your health regenerates over time. The only way to tell how much life you have is when you actually take damage. The borders of your screen turn red and pulse when you get hit. When the red fades away, you're back to full health again. The red bloodshot graphic encroaches on your screen, minimizing your view. When it gets really red and you can barely see, take cover, because the next shot or bad step you take will end your life.

Basic Movement

Always try to move from cover to cover and use your environment to your advantage. If someone is shooting at you from a lower point than you are, crouch behind something to reduce their angle of effectiveness. Look for high ground to get the drop on your enemies. Crouch or go prone for a higher level of accuracy. Always try to burst fire (shoot just a few bullets at a time, then reacquire your target and shoot a few more bullets) for the best accuracy and round conservation. Always look for ways to outsmart your enemies, like good flanking routes, underground passages, catwalks, etc. Try not to keep making the same moves and decisions, or your enemies will catch on.

Getting Online

You have five options: Find a Match, Private Match, Create a Class, Barracks, and Party Invite.

Find a Match	This option will throw you into the heat of battle based on the type of war you want to fight. Your options include everything from Free-for-All to Oldcore modes, and the number of soldiers ranges from 1 vs. 1 Cage Matches to insane 9 vs. 9 Ground War battles (PC allows more than nine players). You can also vote to skip the next map in the rotation. Remember that you can only vote once per map.
Private Match	Private matches are not ranked. You don't gain experience points toward unlockables. This option is best suited for clans to set up matches. You have full control over every aspect of the room, from the modes and maps to time limits, point limits, number of lives, and even perks-off and headshots-only settings. You can also set the room to allow people on your friends list to join or not. Use your imagination to create everything from hardcore tactical battles to incredibly fun old school variations. There are a lot of options, so customize away!
Create a Class	Your loadout room. You can create up to five custom classes and rename them anything you like: "SMG Class", "My Shotgunner," etc. These are very handy to have if the dynamics of a battle change. Create custom classes for any unexpected battle situations that may arise. Later in this guide, we'll suggest some great custom class setups for use on certain maps.

Perks

Perks are special abilities that you unlock as you gain experience points throughout your career. Three groups of perks are available to you. They're sectioned off so that you can't overload yourself with ridiculous combinations of special abilities, making you impossible to kill, find, etc. Choosing the right combinations of perks and weapon loadouts for the map will be key to your success on the battlefield. We will suggest some great custom class setups and perk combinations throughout this guide, so look for them as you read on.

Here's a list of all perks available in the game, descriptions of each one, and the group in which they're contained.

Perk 1

Icon	Perk Name	Description
	C-4 x2	Carry 2 packs of C-4
	Special Grenade x3	Flash or stun (smoke is not available)
	RPG-7 x2	Carry 2 rocket propelled grenades
	Claymore x2	Carry 2 set-and-forget Claymores
	Frag x3	Carry 3 frag grenades instead of just 1
	Bandolier	Carry extra magazines for all of your weapons
	Bomb Squad	Ability to detect enemy explosives even through walls

Perk 2

Icon	Perk Name	Description
	Stopping Power	Increased bullet damage
	Juggernaut	Increased health
	Sleight of Hand	Faster reloads
	Double Tap	Increased rate of fire
	Over Kill	Carry 2 primary weapons
	UAV Jammer	Undetectable on enemy radar when UAVs are deployed
	Sonic Boom	Higher explosive damage

Perk 3

Icon	Perk Name	Description
	Extreme Conditioning	Run for longer distances
	Steady Aim	Accuracy of aim when firing from the hip
	Last Stand	Attack with your side arm or knife for 15 seconds before you bleed out. Can be ended prematurely if the player is shot. Does not appear at all if too much damage is inflicted (e.g. RPG to the face)
	Martyrdom	Drop a live grenade when you die
	Deep Impact	Deeper bullet penetration
	Iron Lung	Hold breath longer
	Dead Silence	Make less noise while moving
	Eavesdrop	Hear enemy mic chatter

Barracks

This is where you can view your stats and progress in the game. The Barracks contain all of your leaderboards, challenges, and prestige mode options, and let you choose a clan tag.

Leaderboards

Score	Check your overall score in the game.
Wins	Compare your wins against your friends. Displayed from most to least kills, win to loss ratio, and winning streak.
Kills	View your total kills, displayed from most to least as compared to your friends.
Accuracy	Check out which one of your friends has the best aim.
Challenges	Complete challenges in several categories to unlock things like weapons, attachments, and weapon camo.
Clan Tag	If you play in a clan, this option will allow you to show the world who's on your team. You can select up to 4 characters to abbreviate your clan's name. (For example, Sea Snipers would be [SS].) You don't need to add the brackets to your clan tag, because they're added automatically. Some letter combinations are prohibited due to offensive content or other reasons.
Prestige Mode	Think you've ranked yourself up all the way? Think again. Once you hit the top rank, you're given the option to start again and wipe your slate clean. Why would you want to do this? To show everyone how badass you really are! When you enter Prestige mode, you start again at level 1, but you're given a special icon next to your name that replaces your rank icon. This icon lets everyone know that you've seen the end of war, and you've come back to show the rest of the world how to see it too. There are 10 levels of Prestige. That's right, you can achieve level 55 ten times over! There are 10 different Prestige rank icons that display your status:

	Prestige Level 1		Prestige Level 2		Prestige Level 3		Prestige Level 4		Prestige Level 5
	Prestige Level 6		Prestige Level 7		Prestige Level 8		Prestige Level 9		Prestige Level 10

Party Invite

A party is a group of your friends that you can keep together while playing. You can invite up to nine players to your public party, or up to 18 for a private match party. Party members stay on the same team during play, which is great for clans that only have a few members logged on but want to play together as a team in public rooms. To create a party, just click Party Invite and select the players you want to add from your friends list. Wait for them to enter the party lobby, and then find a match or create a private match. The system will find a room large enough to house your entire party. If the party leader leaves the room, the other players don't leave. They must exit the room on their own and go back to the party lobby.

Basic Training

Weapons And Attachments

Throughout your tour, you'll have access to 26 weapons in total (not counting gold versions), which unlock as you gain experience points. They range from handguns to shotguns, submachine guns, light machine guns, and sniper rifles. The decision of which weapon is right for the job is yours. To create the most efficient loadout, be sure to consider the location in which you'll be fighting and the perks available to you.

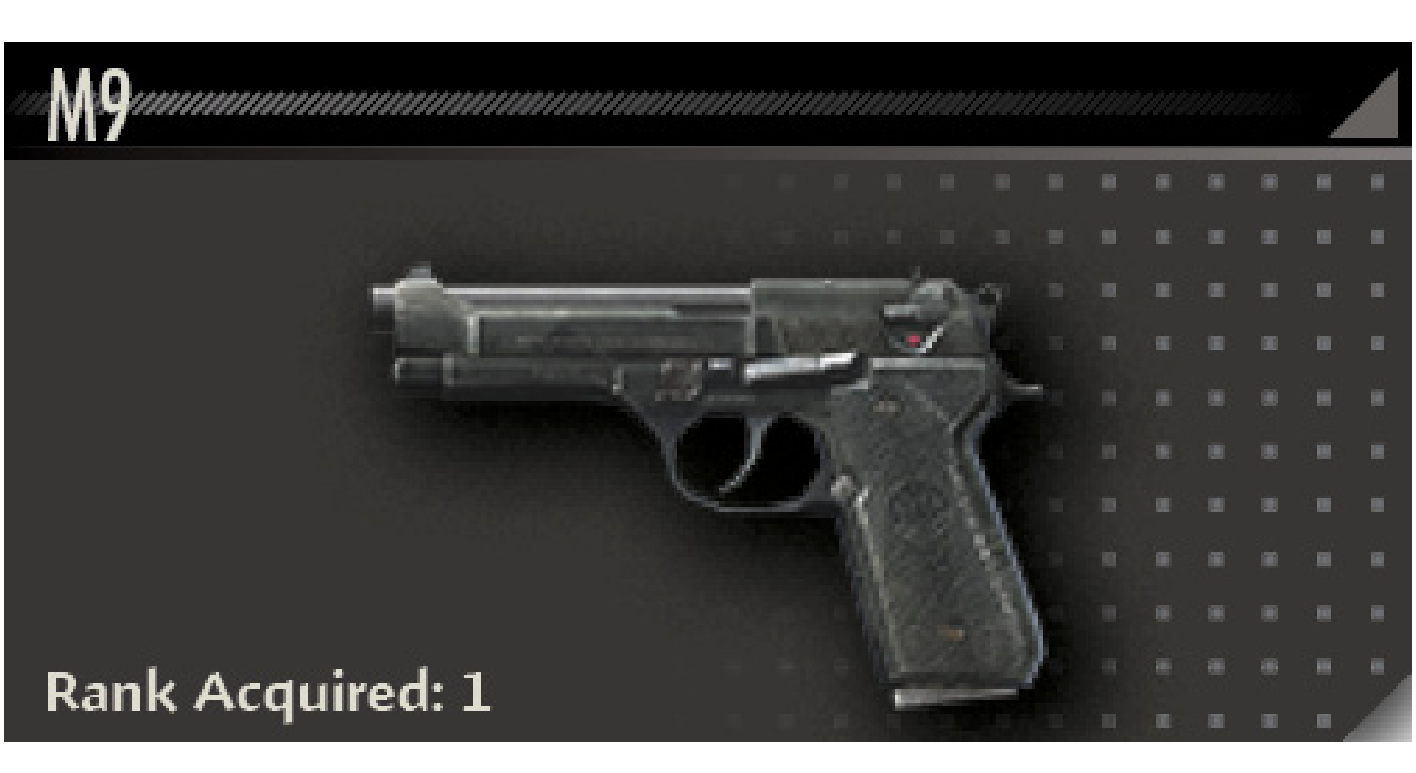
Primary Weapon	This weapon is directly related to your character's mobility on the battlefield. An LMG will make you run much more slowly than an SMG. You may decide that you want to choose an SMG as your primary for extra mobility, but once you unlock the Overkill perk, you get the ability to carry 2 primary weapons. This will allow you to choose a high-mobility weapon while still carrying a heavy weapon and retaining your battlefield agility. Your primary weapon also dictates what outfit you wear in battle. If you choose a sniper rifle for your main weapon, you'll be wearing a ghillie suit (Russian maps only). Remember that the grenade launcher and front grip will disable Perk 1, so make your choices wisely.
Side Arm	This is your pistol. You can attach a silencer when you need to remain concealed but still need to put someone down. Choose a side arm that best suits your style of play or the map. If you select Last Stand as one of your perks, you'll have to decide whether you want to have more stopping power with something like the Desert Eagle or more rounds with something like the M1911. The choice is yours.
Special Grenade	Special grenades consist of Smoke, Flash, and Stun grenades. Select the set that's most appropriate to your role or style of play. If you're fighting on a map that has lots of fortifiable buildings/areas, choose either a flash to blind the campers or a stun to disorient them and breach the area without much resistance. Note that stun grenades will reorient your crosshairs from a + to an x to let you know that you've actually stunned someone, and that it's safe to enter and clear. Flash grenades deafen and blind enemies, so use them to aid in clearing enemies who have dug into buildings. Pop smoke to provide cover, allowing you and your team to cross heavily guarded areas or get out of situations where you've been pinned down. You can also use smoke as a distraction. Throw smoke at one crossing, then advance the opposite way. Mix up your use of smoke to keep the enemy guessing.

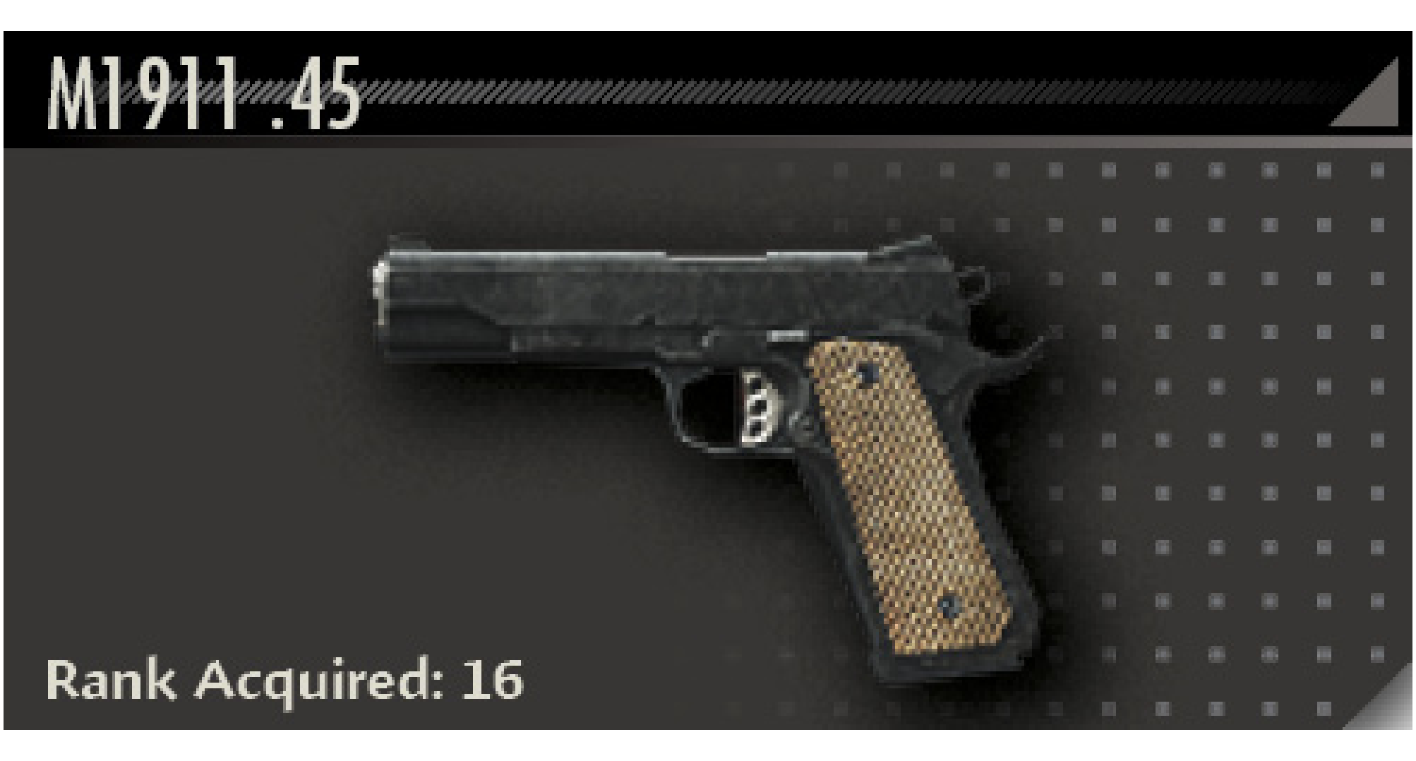
◈ SEA SNIPER TIP

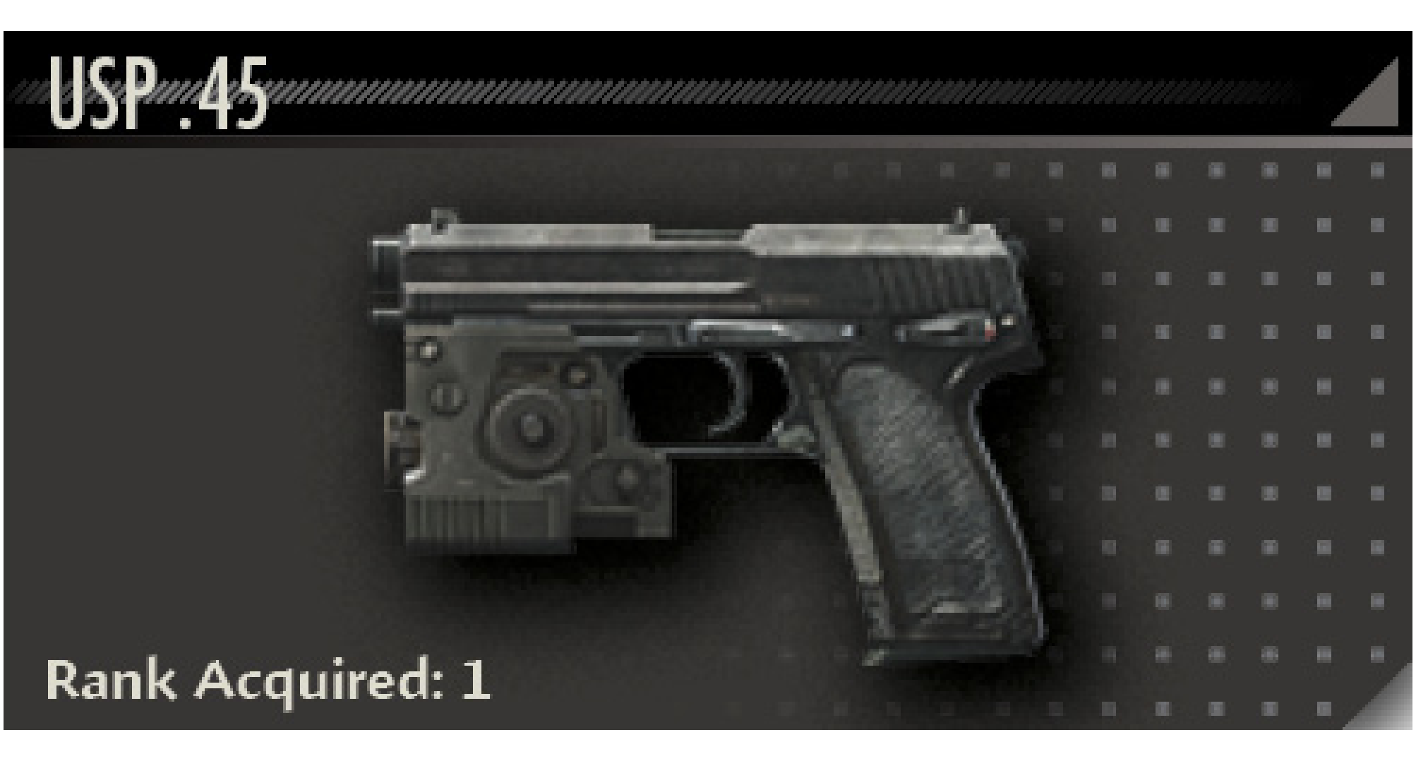
Higher-ranked players have a definite advantage. Check the many charts in this guide to see what you must do to rank up.

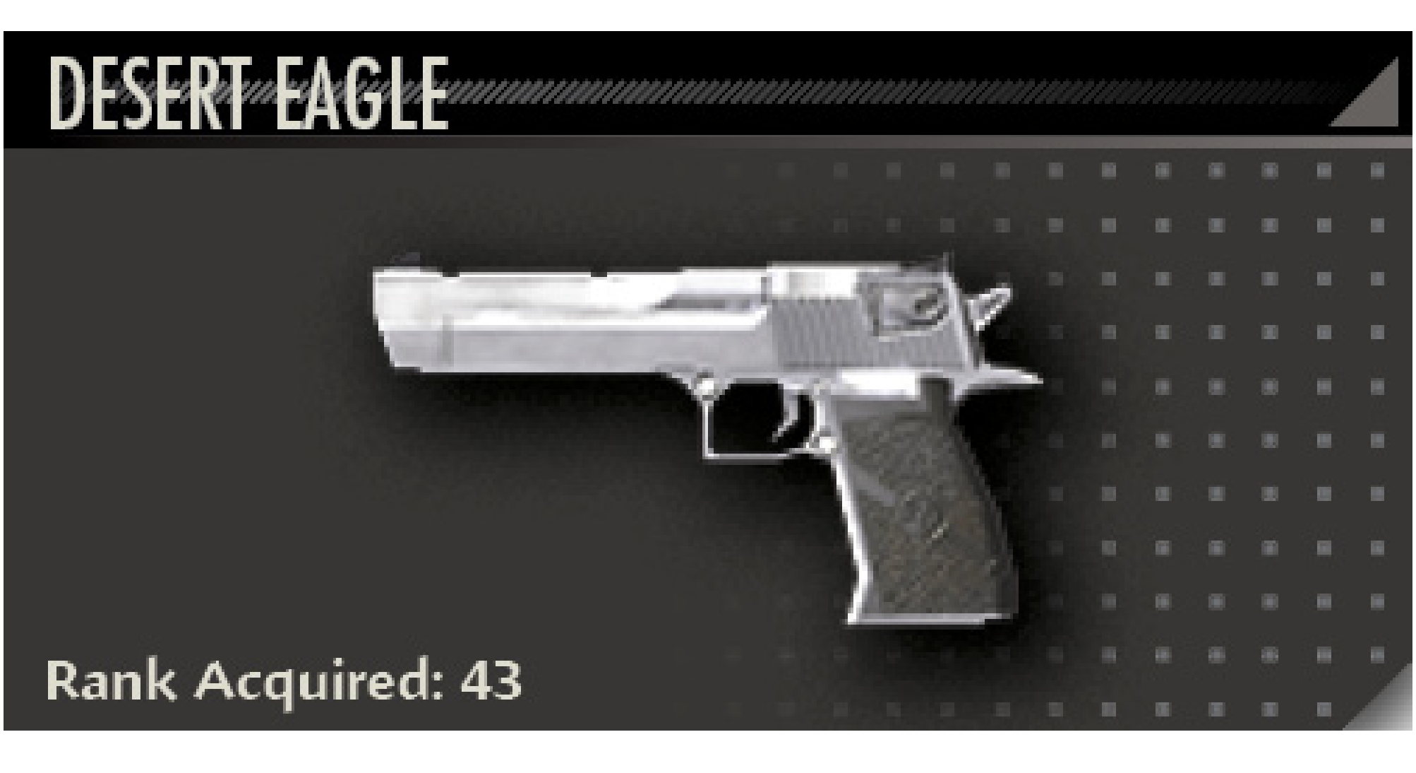
The following tables list the available weapons, along with the character rank at which they're unlocked:

Side Arms

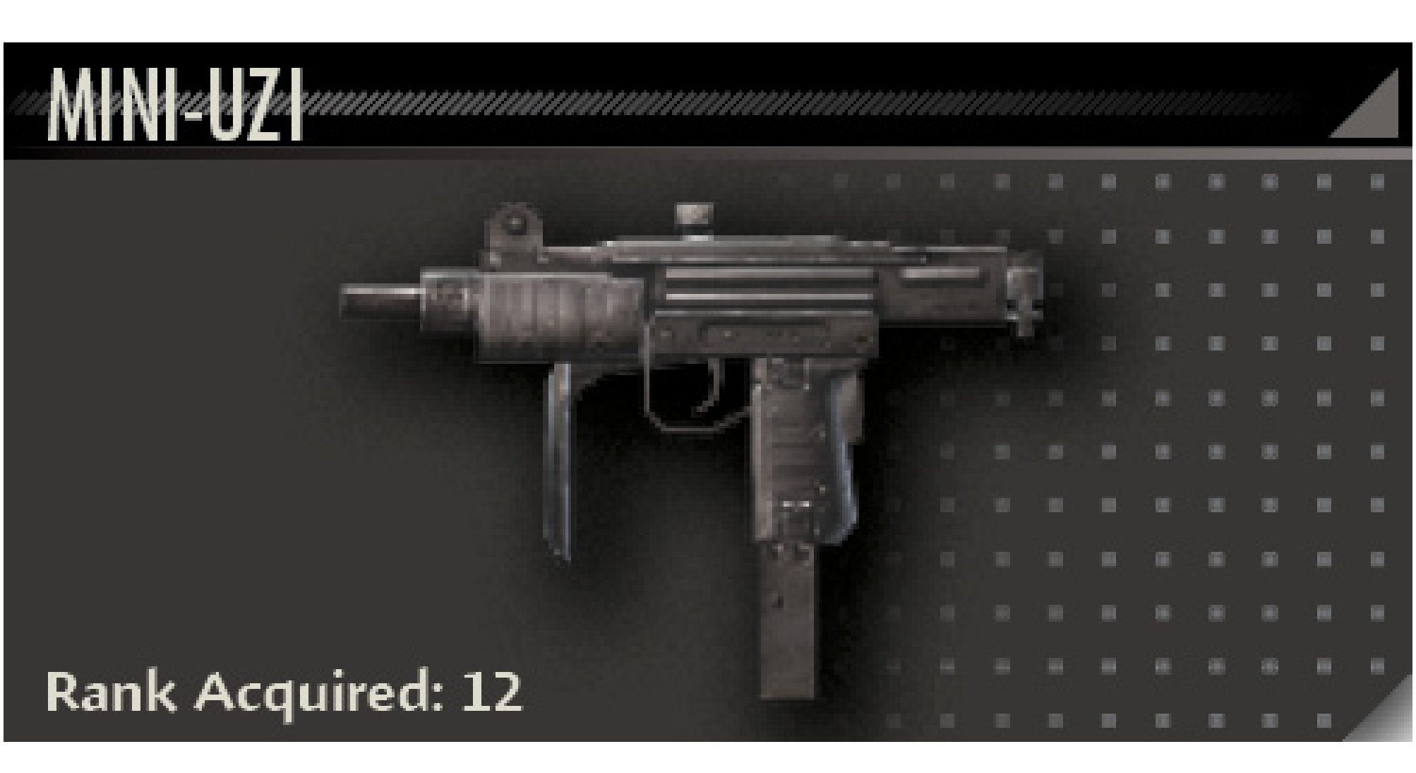


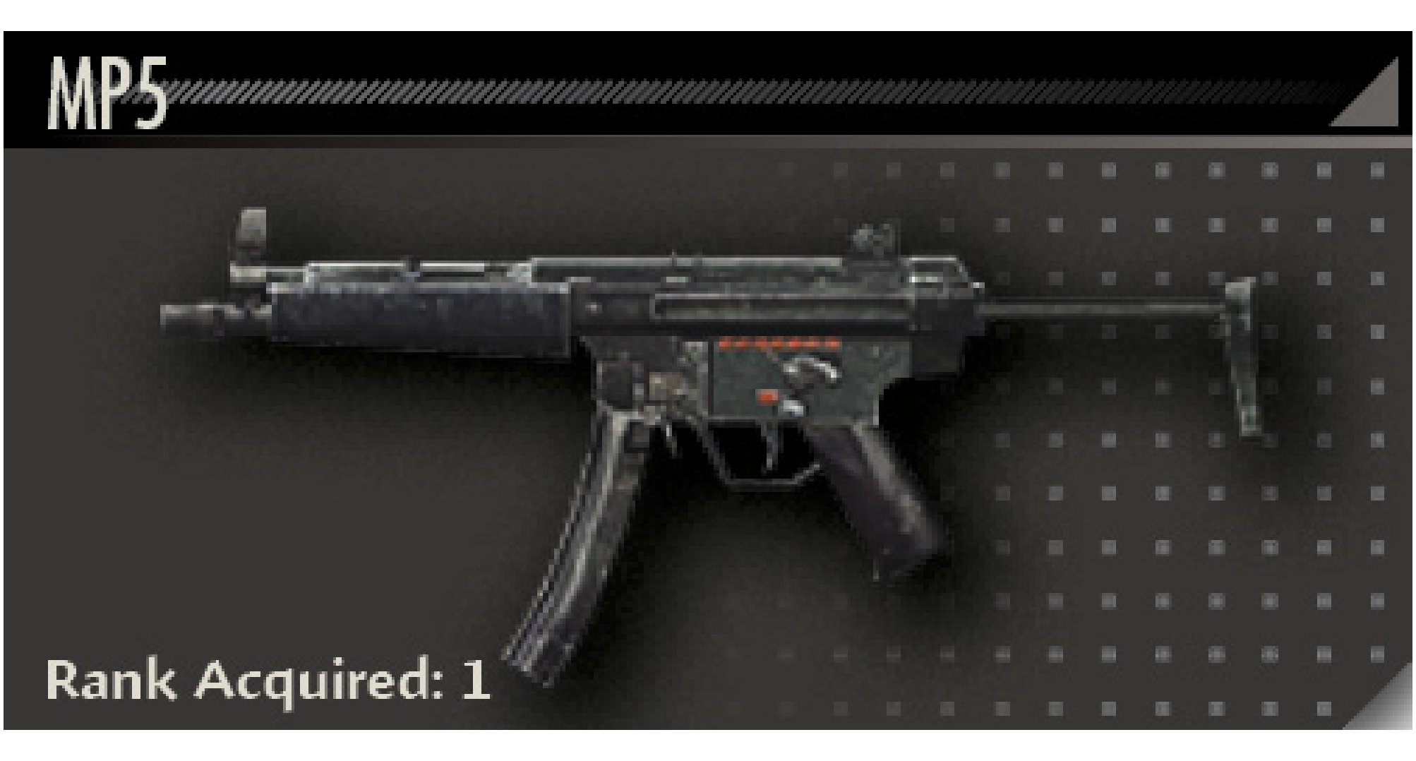


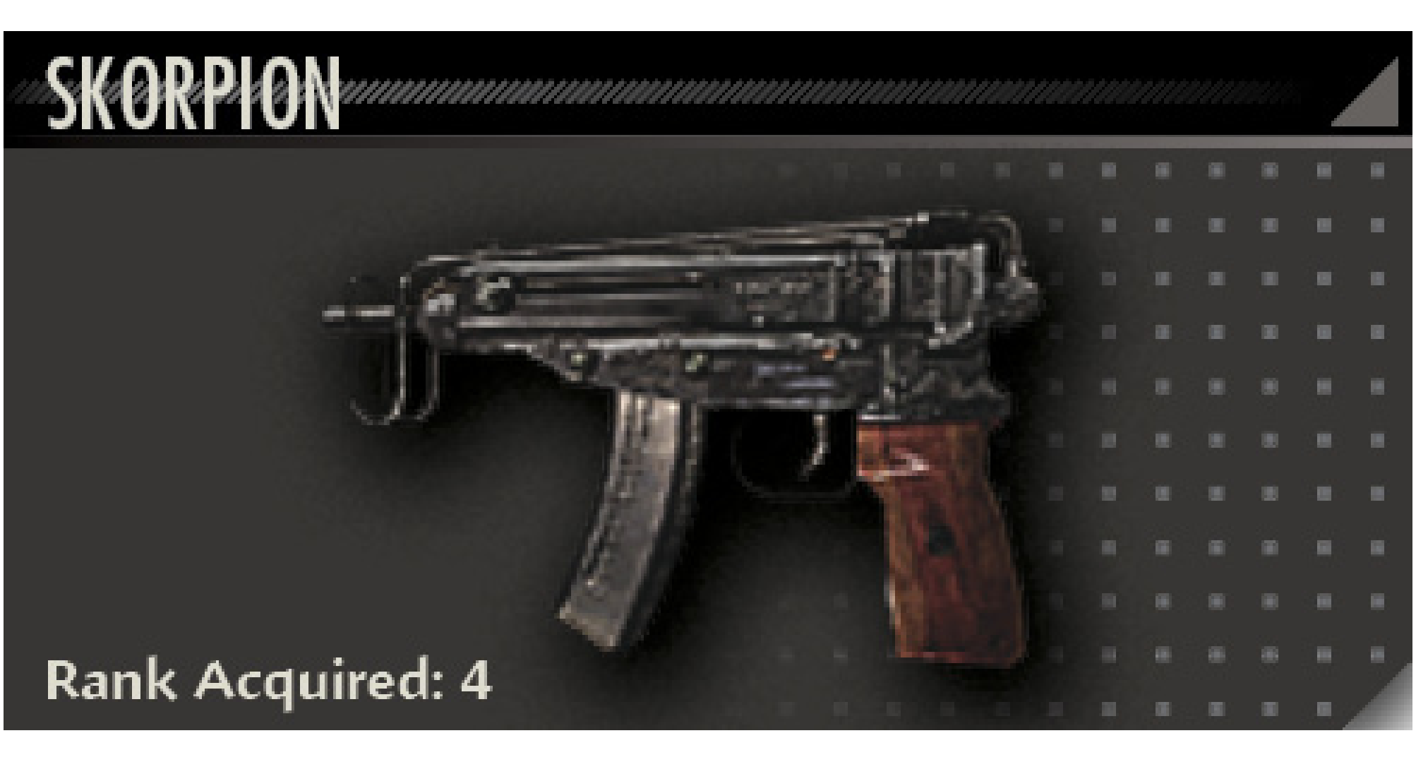


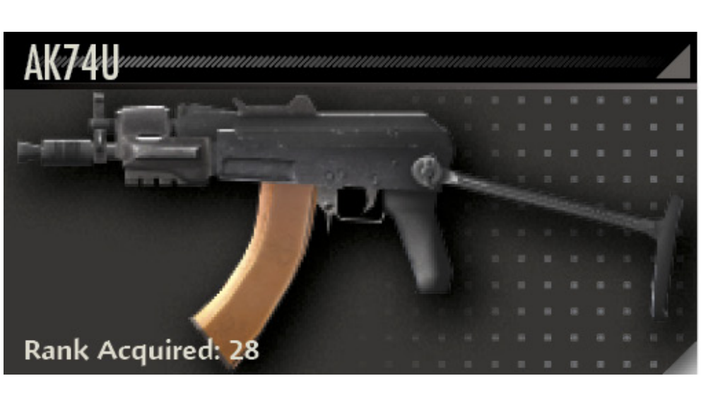


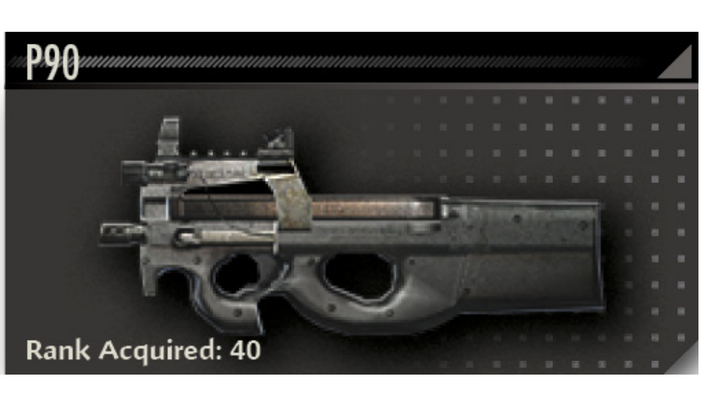
Sub Machineguns



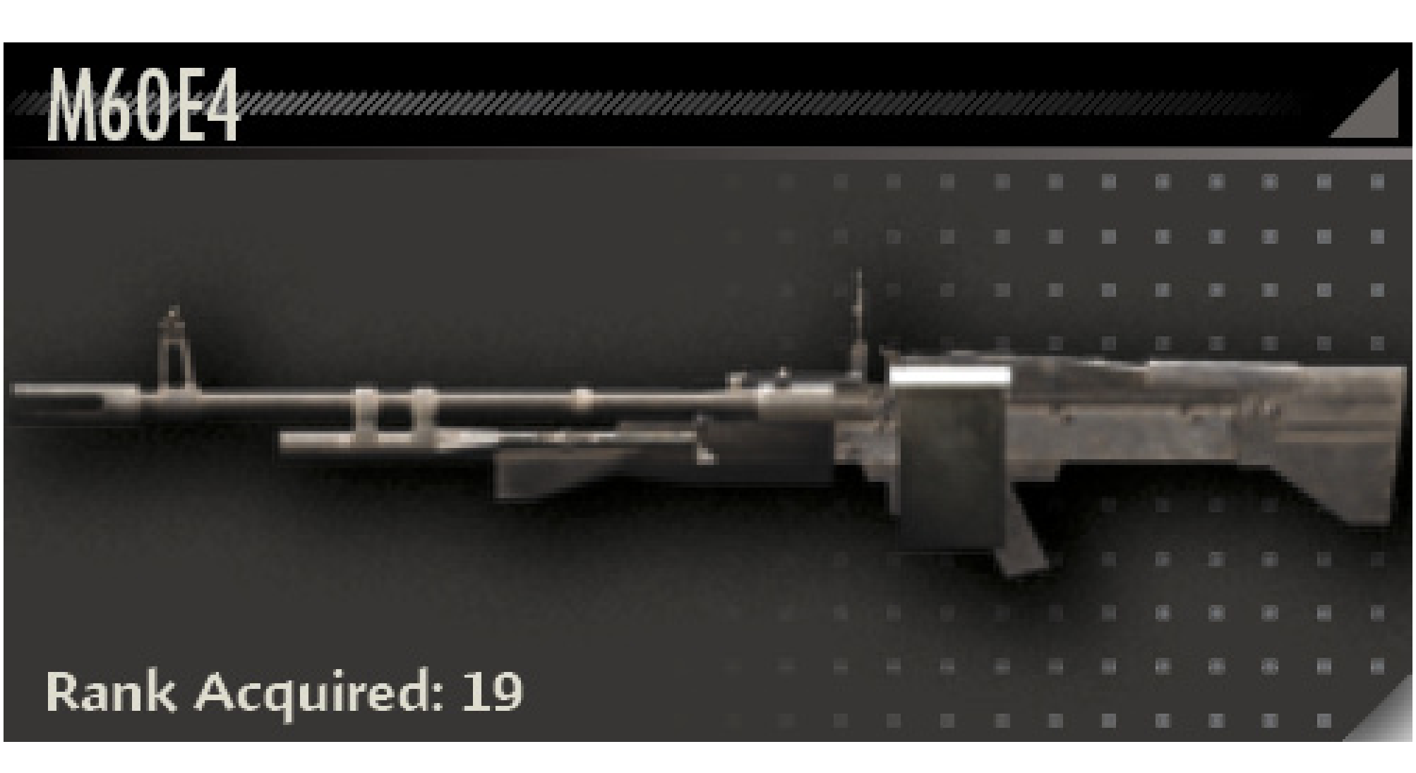


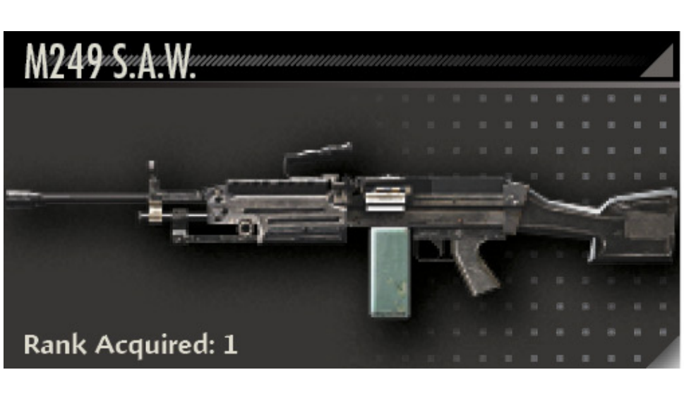


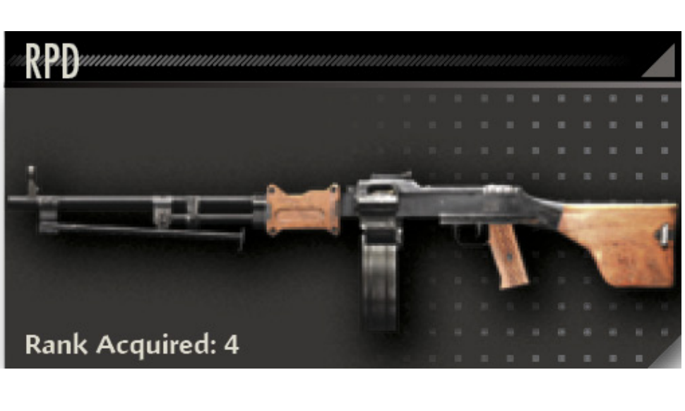




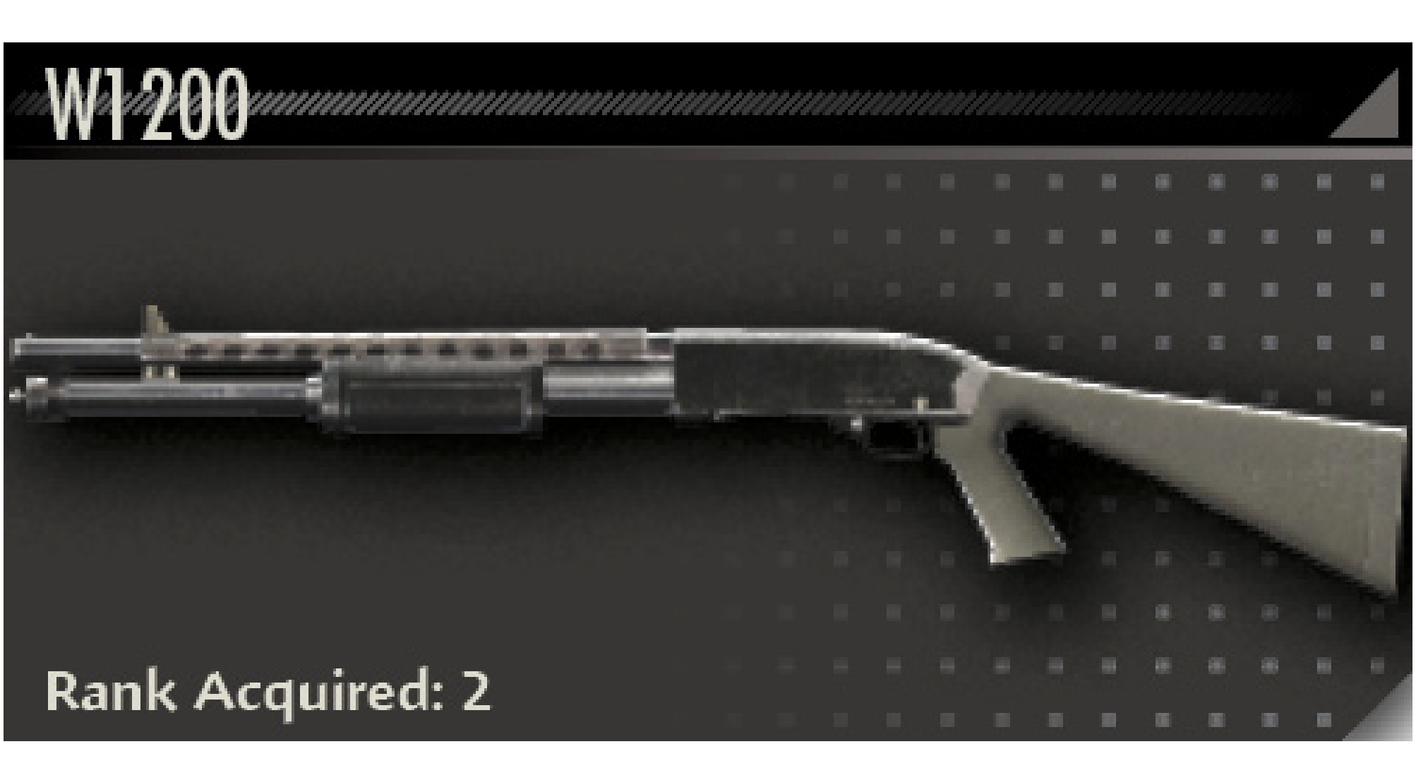
Light Machineguns

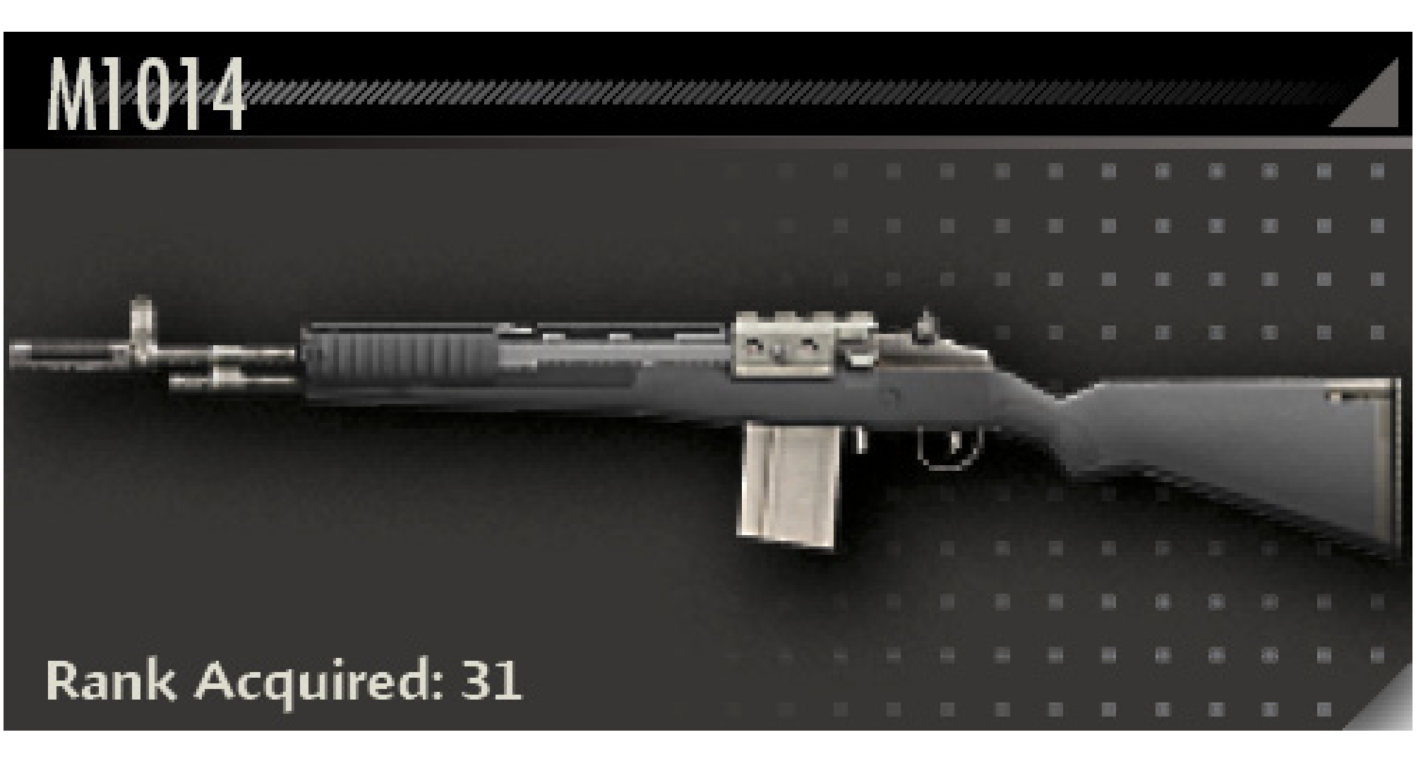




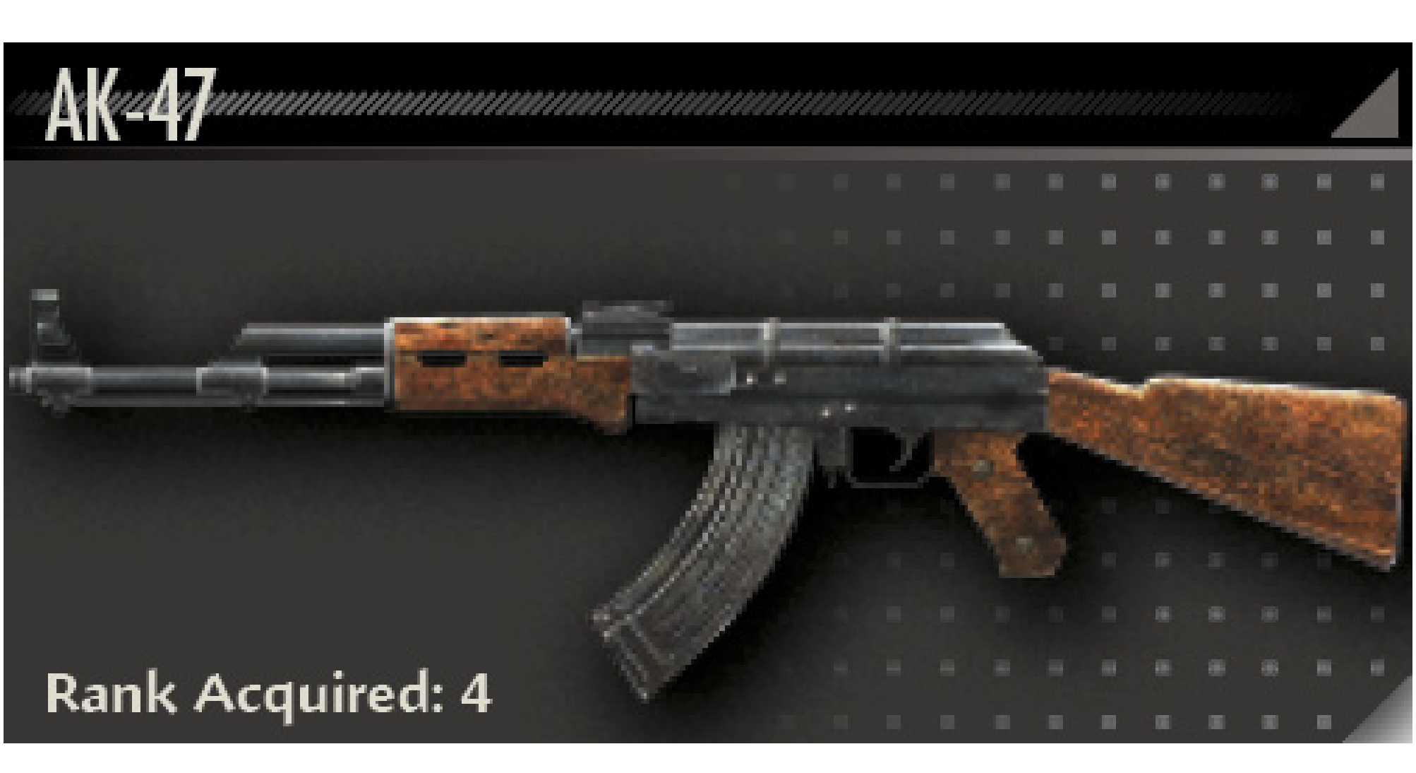


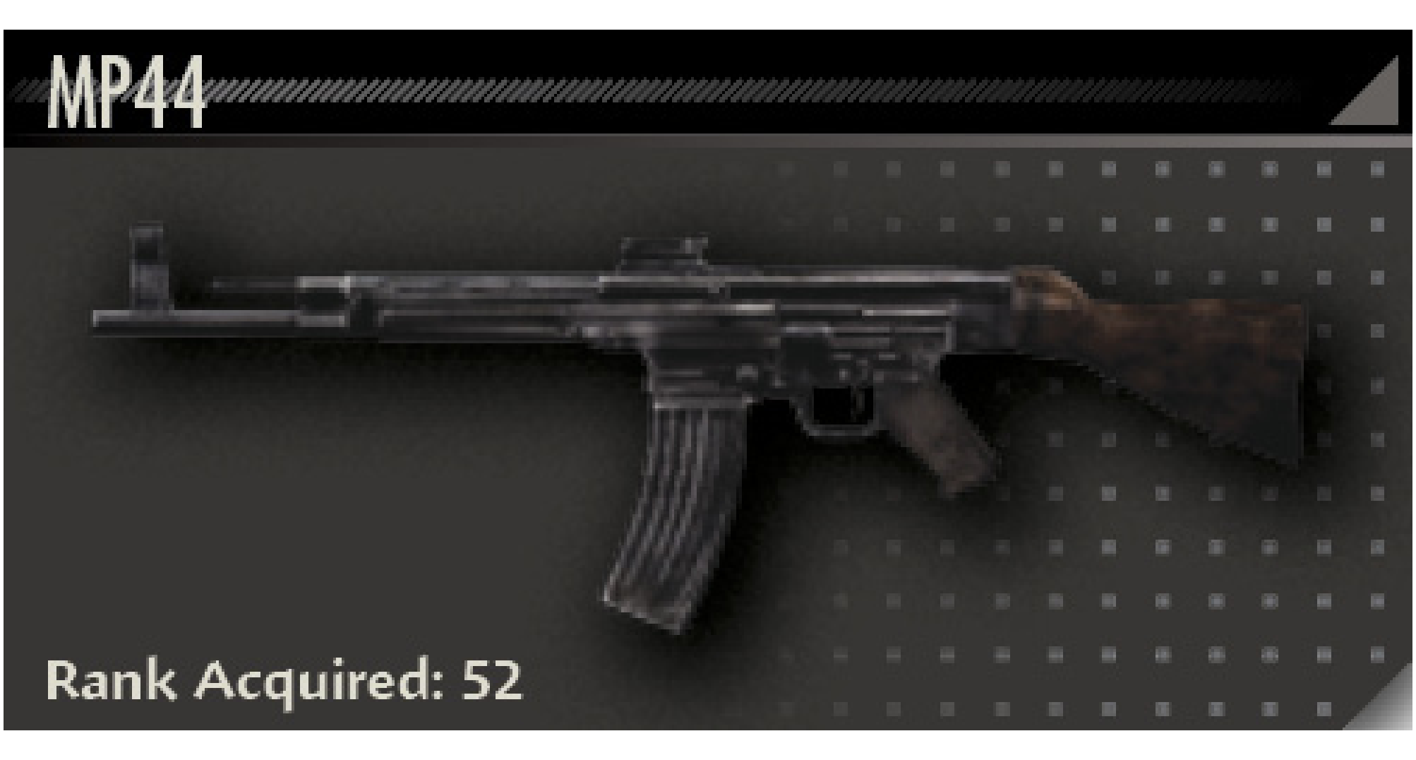
Shotguns

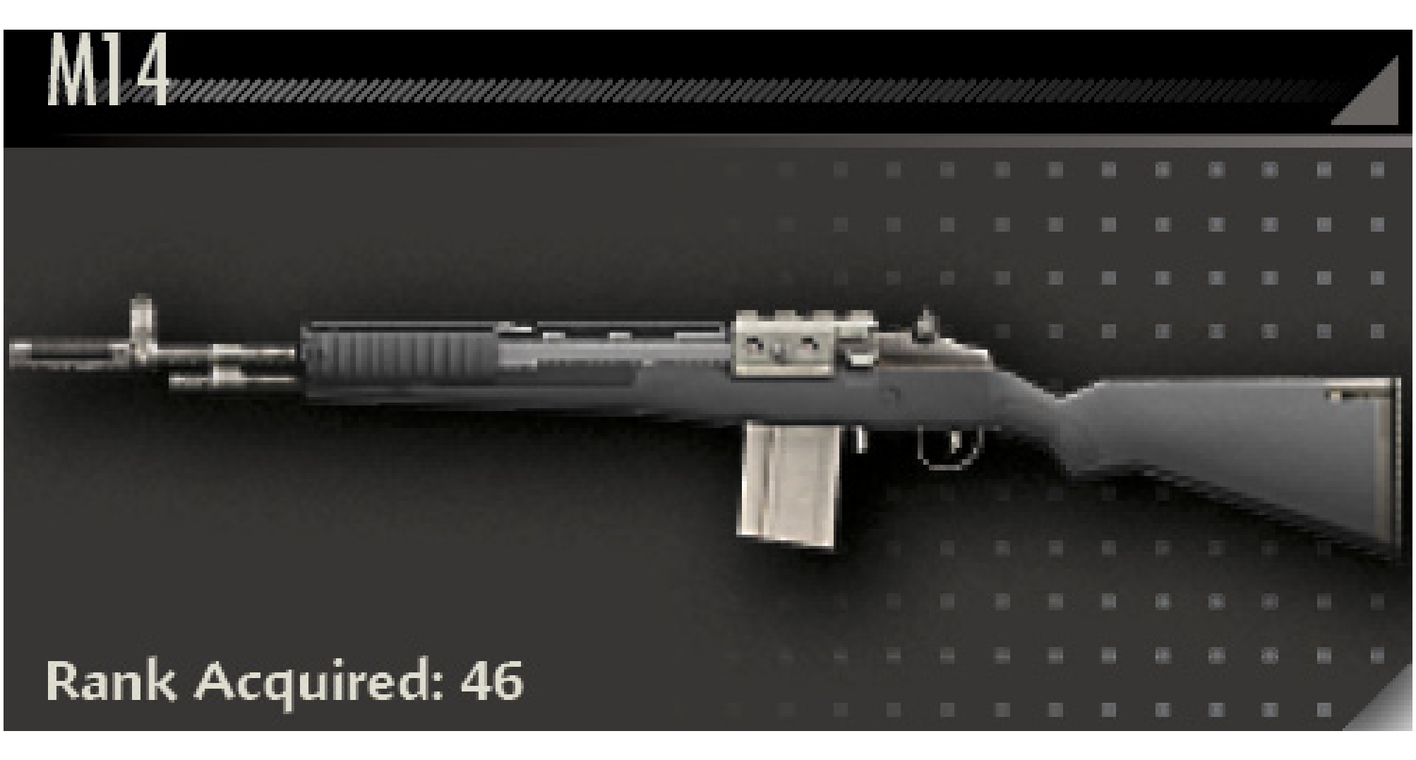


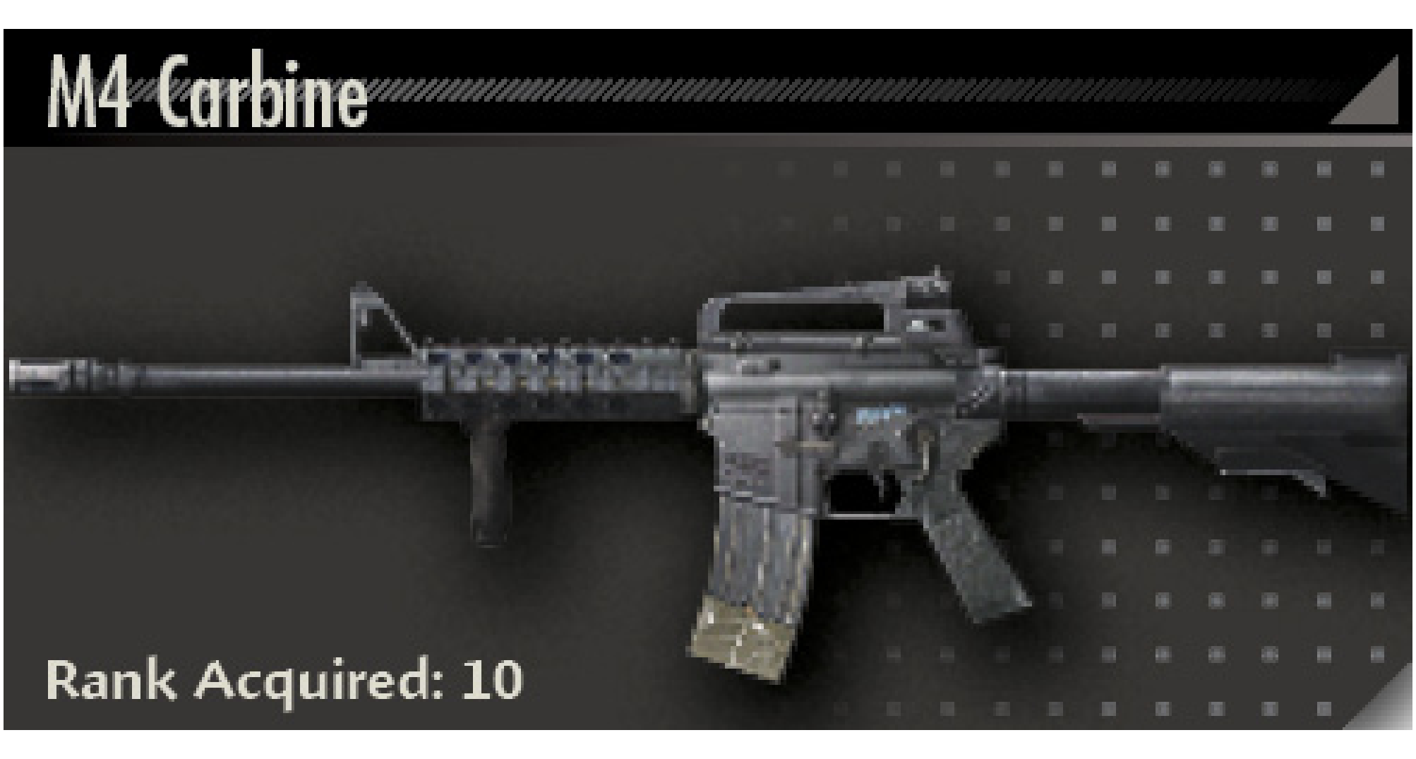


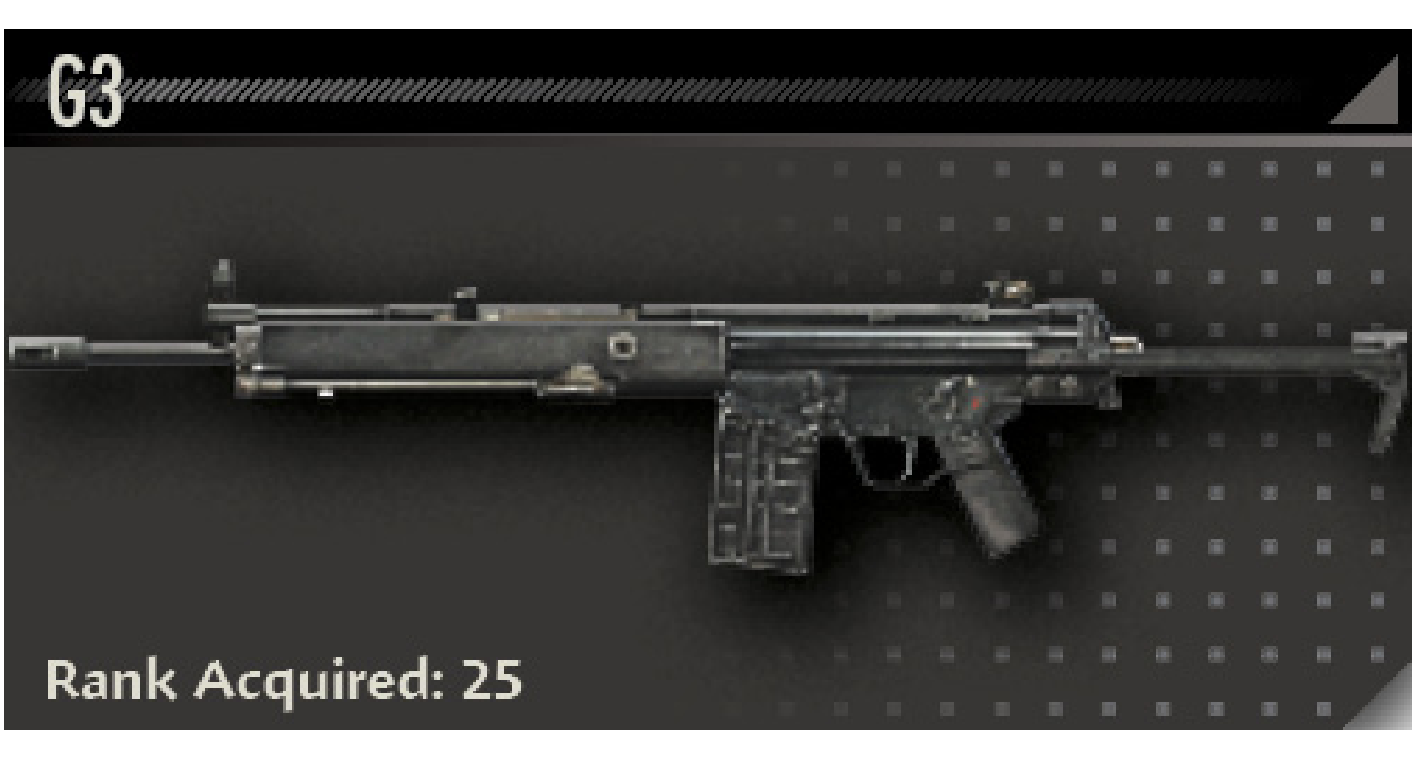
Assault Rifles

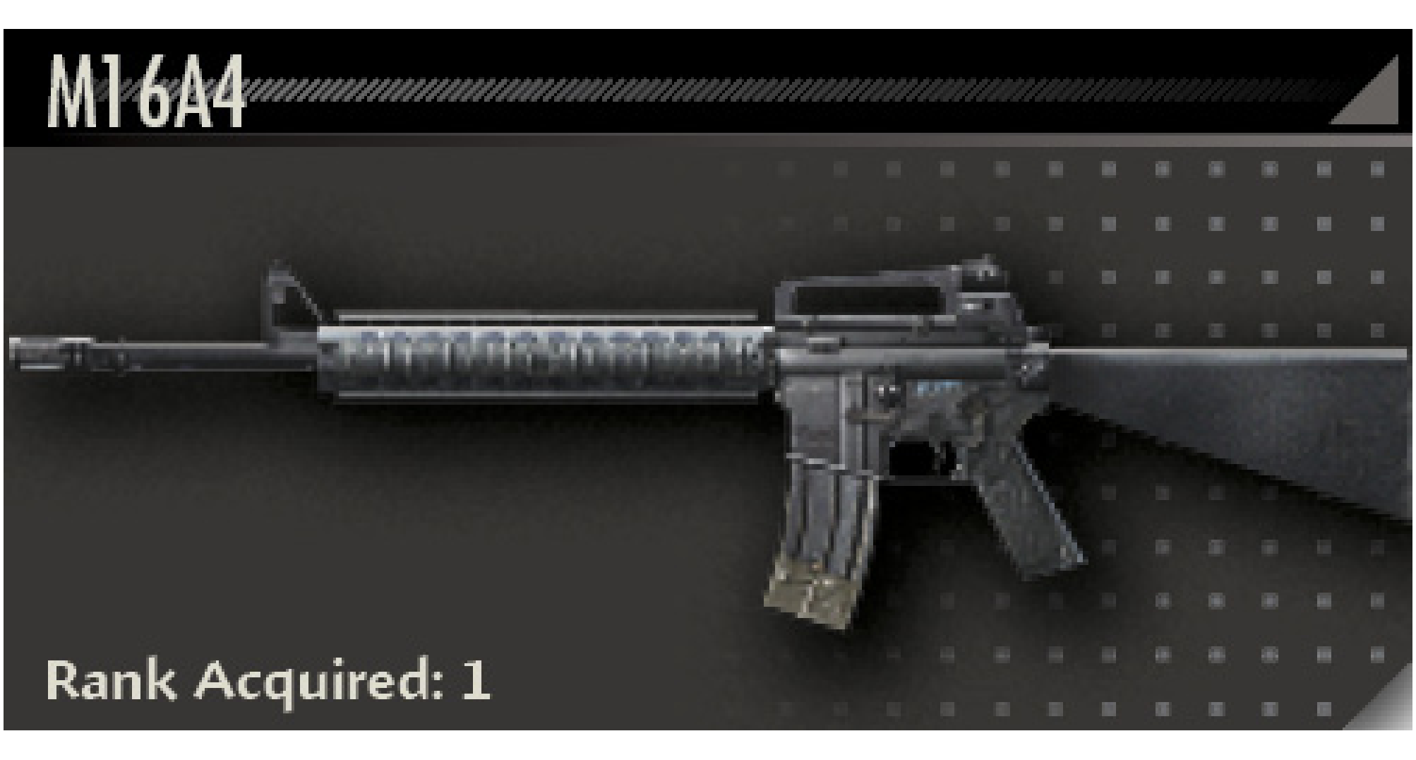


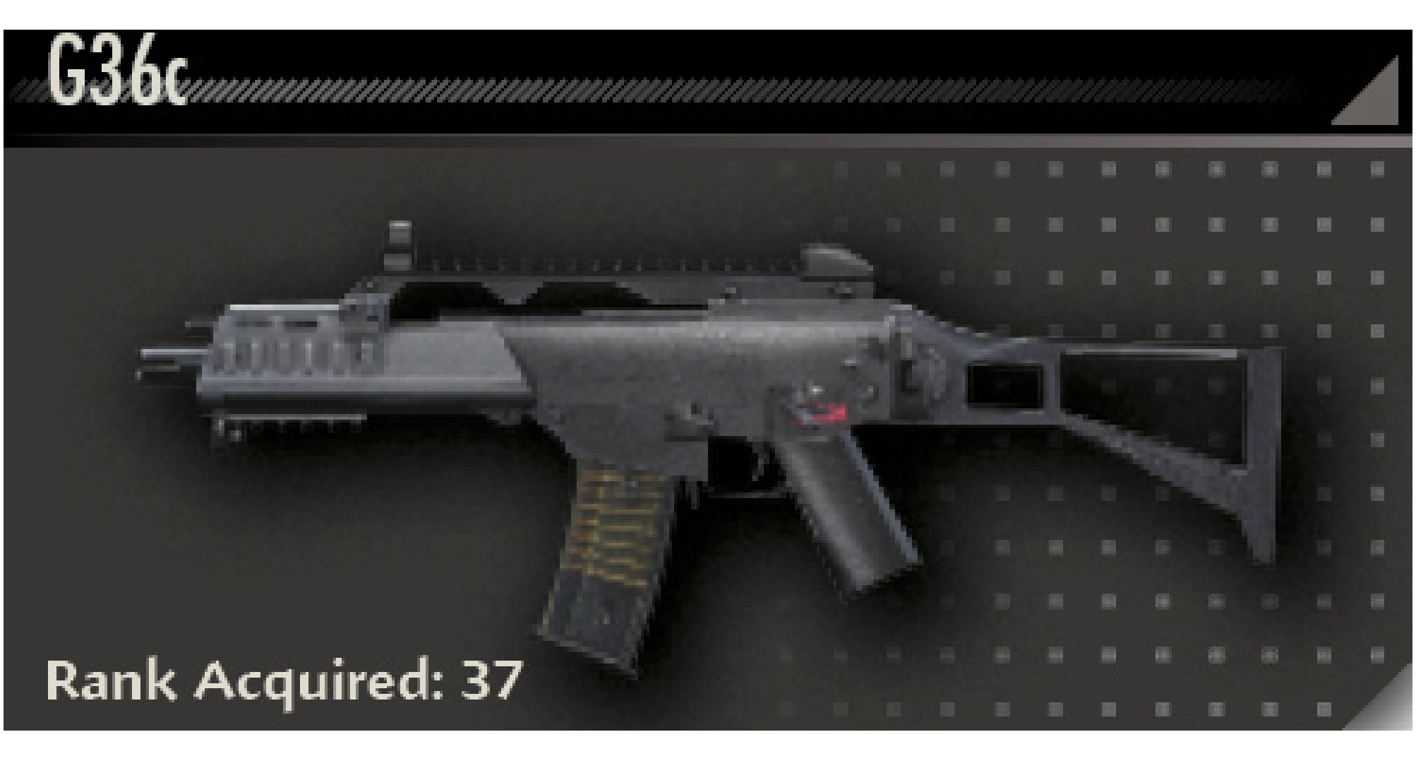




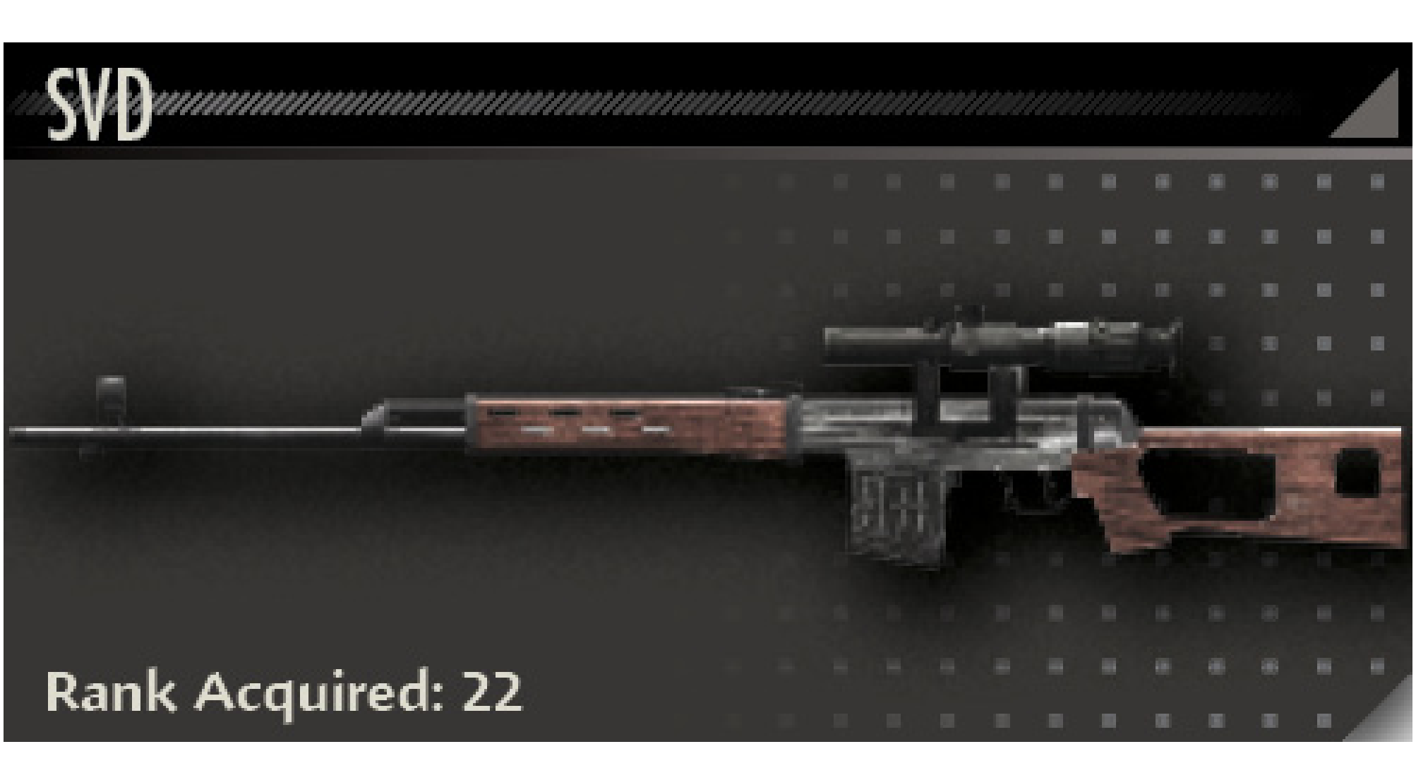


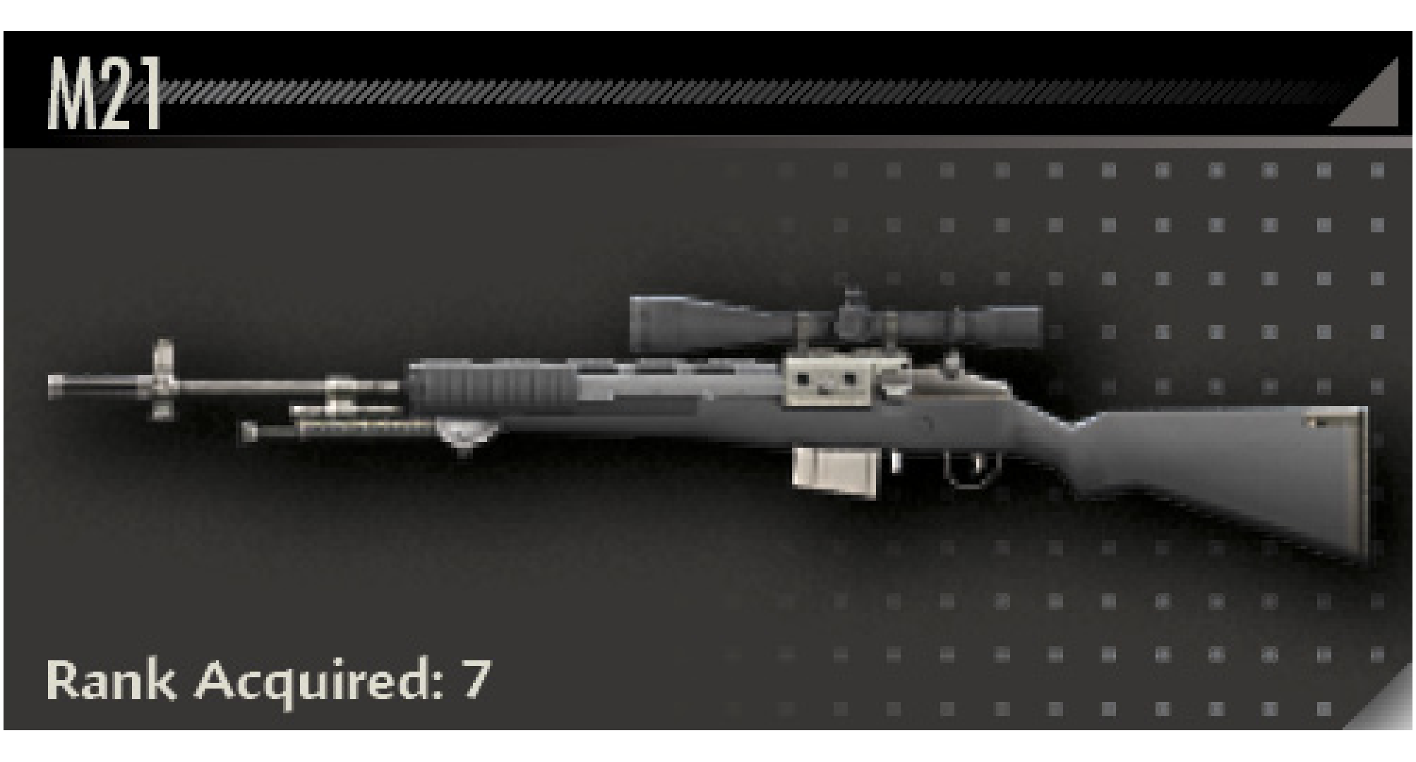


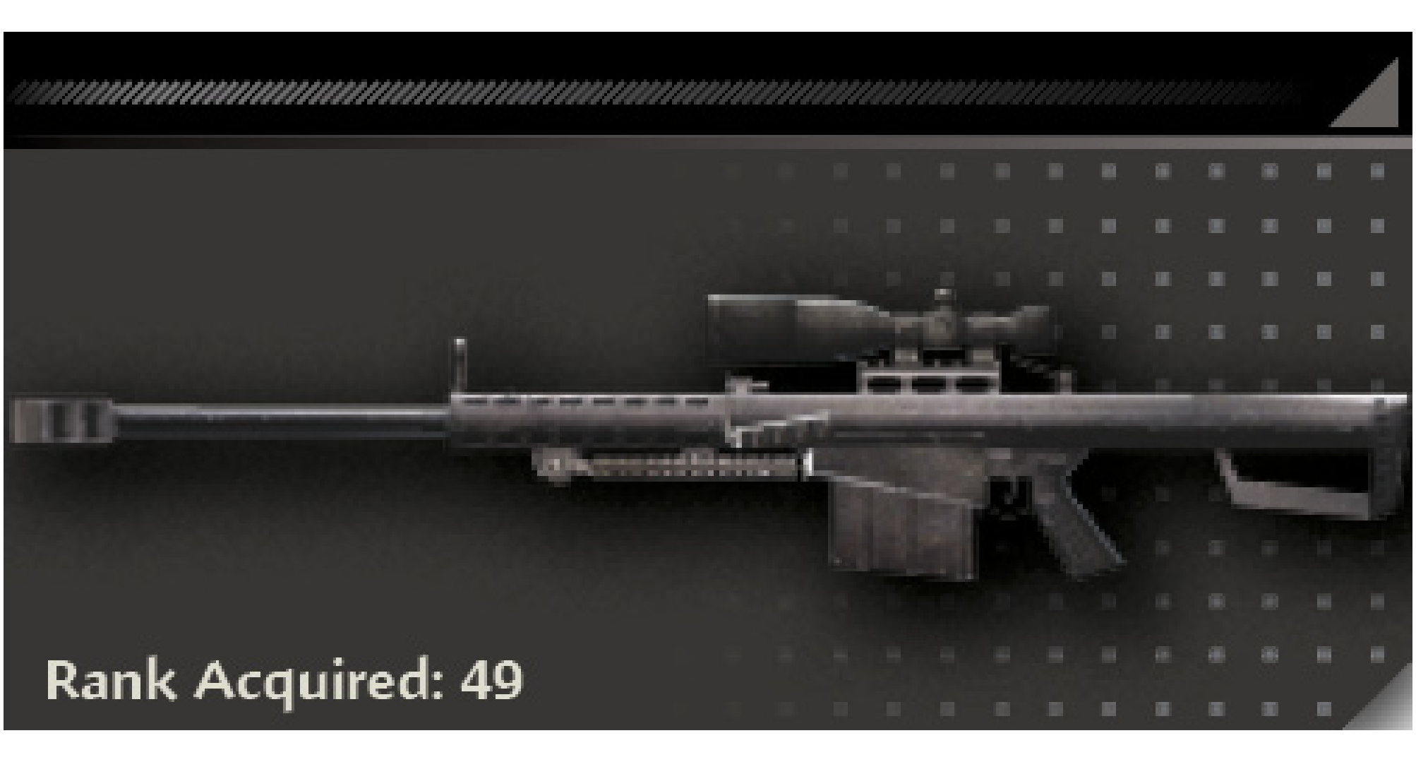


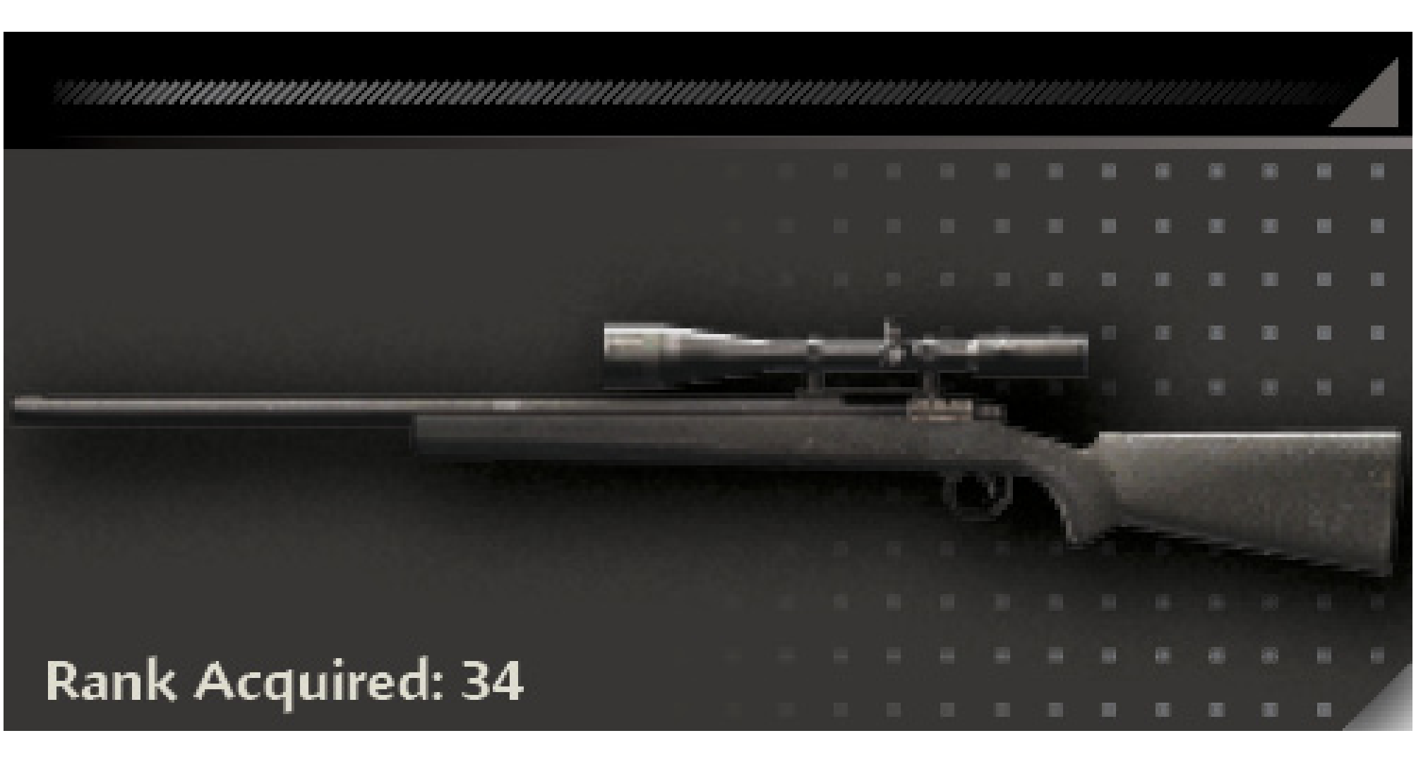


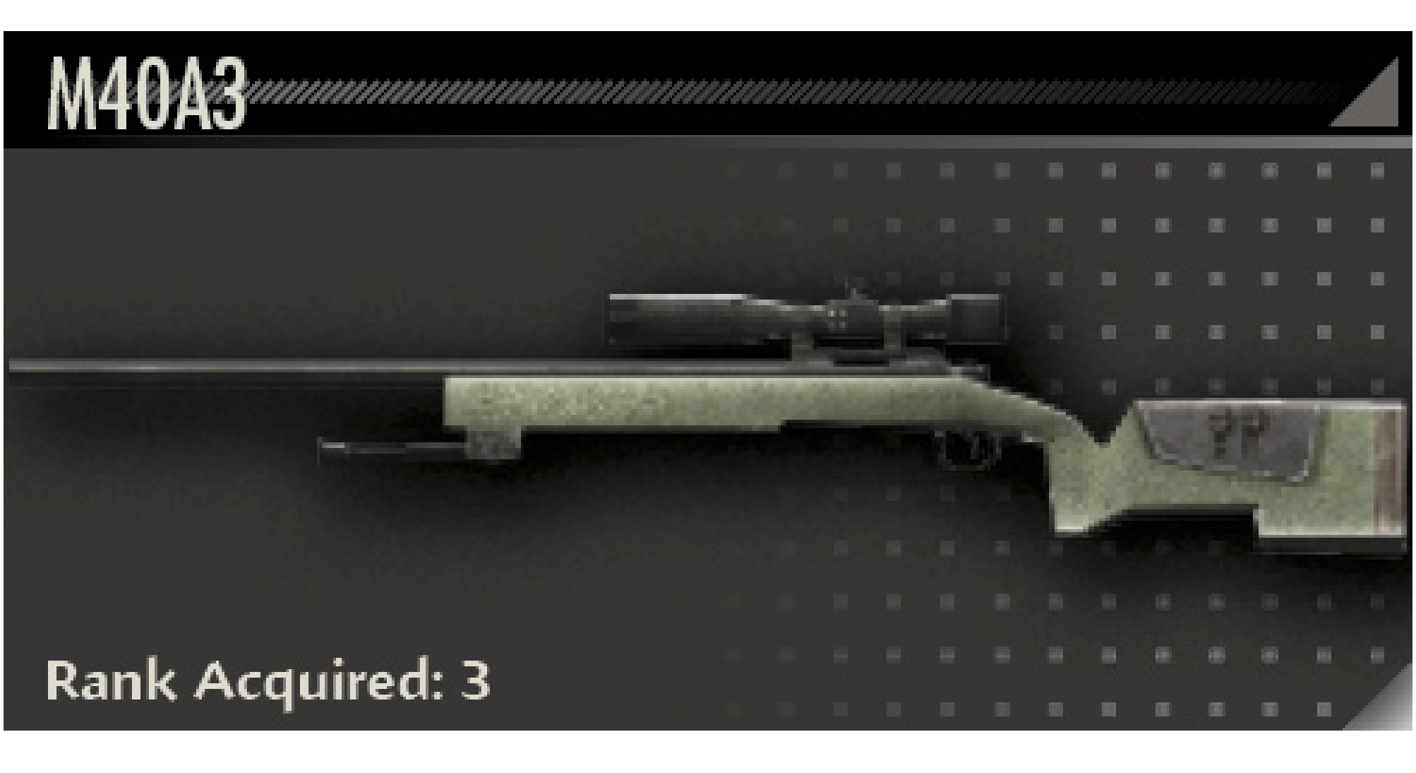
Sniper Rifles











Weapon Attachments

You can add these items to your primary weapons. Not all attachments are available for all weapons, and almost all are unlocked via the challenges. Always choose the right tool for the job, and remember that some attachments come at a price. For instance, using the grenade launcher disables the use of Perk 1. And remember, you can choose only one attachment for your weapon.

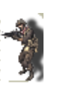
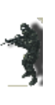
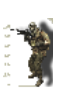
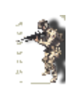
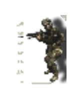
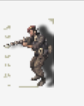
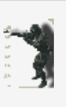
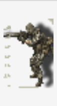
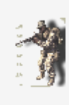
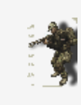
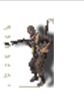
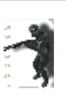
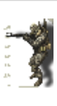
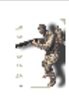
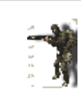
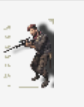
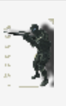
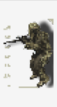
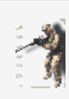
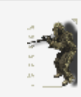
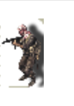
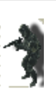
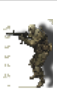
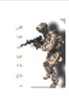
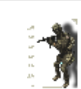
Red Dot Sight	This sight offers a clear aiming point unobstructed by your weapon's iron sights. Choose this attachment when you're running and gunning, because it enables you to quickly acquire targets from any stance. Great all-purpose scope.
ACOG Scope	This attachment offers much more zoom than the red dot. However, it takes a bit longer to acquire your target. It's best used for stealth players who like to stay on the move and shoot from medium to long distances. This is a great addition to your weapon when you just can't seem to hit someone and need a bit more zoom. Very accurate. For best results, try to burst fire when attaching this to an assault rifle.
Silencer	Maintain utter silence and keep them guessing by attaching a silencer to your primary weapon. This allows you to fire at will while remaining undetectable on enemy radar (aside from UAV sweeps). Enemies might know your general area, but won't be able to pinpoint your location unless they call in a UAV.
Grenade Launcher	A great attachment for medium-sized maps. Remember that this attachment disables Perk 1, so don't make this decision lightly. While this is listed as an attachment, it's more of a weapon. Combined with the Sonic Boom Perk, this is a devastating force to be reckoned with. You only get 2 grenades to use with it, so practice your distances. There are horizontal hash marks on the crosshairs to allow you to gauge the distance. Remember that these grenades need to arm themselves before they can detonate, so you won't be able to use them in close quarters. However, if you find yourself with the grenade launcher equipped and you run into someone, don't hesitate to fire. The force of the grenade being launched will kill anyone at close range.
Front Grip	Only available for the LMGs and Shotguns, this is a pistol-grip handle attached under the barrel of your weapon. It increases your accuracy when you're shooting from the hip or while standing, running, or crouching. Make sure this will benefit you during battle. While it improves accuracy and decreases recoil, you're without a scope of any kind and must resort to iron sights. This attachment is great for run-and-gun, but it serves no real purpose for long-range shooting. Bear in mind that the front grip will also disable Perk 1.

◈ SEA SNIPER TIP

Some, but not all, weapons have gold versions. You unlock these by completing all challenges for every weapon in the gold weapons class.

Weapon And Character Skins

Your character's outfit is directly related to the primary weapon you choose, the environment you're fighting in, and the factions involved (U.S. Forces, British Spec Ops, Spetsnaz, etc.). Choose the right skin for the map. Sometimes you'll need to sacrifice your weapon of choice to get the best camouflage for a certain map, so choose what suits you best on a per-map basis. Your weapons can be painted as well. You can unlock weapon camo by ranking up or via specific challenges. Try to select a camo pattern that gives you the best concealment for each map, and that matches your character's skin.

Name	OPFORCE DESERT	Spec OPS	Spetsnaz	U.S. Desert	U.S. Woodland
Assault Rifle					
Light Machinegun					
Shotgun					
Sniper Rifle					
Sub Machinegun					

Rank

You get promoted in *Call of Duty 4: Modern Warfare* by gaining experience points. You get points for kills, planting a bomb, defusing it, taking a headquarters, holding it, taking flags in domination, and many other things. When you rank up, you get rewarded with things like new weapons, perks, challenges, camos, and features. Following is a list of all of the ranks and the experience points (XP) need to attain each one.

Rank #	Insignia	Rank Title	XP Required
1		Private First Class	0
2		Private First Class I	30
3		Private First Class II	120
4		Lance Corporal	270
5		Lance Corporal I	480
6		Lance Corporal II	750
7		Corporal	1080
8		Corporal I	1470
9		Corporal II	1920
10		Sergeant	2430
11		Sergeant I	3000
12		Sergeant II	3650
13		Staff Sergeant	4380
14		Staff Sergeant I	5190
15		Staff Sergeant II	6080
16		Gunnery Sergeant	7050
17		Gunnery Sergeant I	8100
18		Gunnery Sergeant II	9230
19		Master Sergeant	10440
20		Master Sergeant I	11730
21		Master Sergeant II	13100
22		Master Gunnery Sergeant	14550
23		Master Gunnery Sergeant I	16080
24		Master Gunnery Sergeant II	17690
25		2nd Lieutenant	19380
26		2nd Lieutenant I	21150
27		2nd Lieutenant II	23000
28		1st Lieutenant	24930
29		1st Lieutenant I	26940
30		1st Lieutenant II	29030
31		Captain	31240
32		Captain I	33570
33		Captain II	36020
34		Major	38590
35		Major I	41280
36		Major II	44090
37		Lt. Colonel	47020
38		Lt. Colonel I	50070
39		Lt. Colonel II	53240
40		Colonel	56530
41		Colonel I	59940
42		Colonel II	63470
43		Brigadier General	67120
44		Brigadier General I	70890
45		Brigadier General II	74780
46		Major General	78790
47		Major General I	82920
48		Major General II	87170
49		Lieutenant General	91540
50		Lieutenant General I	96030
51		Lieutenant General II	100640
52		General	105370
53		General I	110220
54		General II	115190
55		Commander	120280

Kill Streak Bonuses: Air Support

There are three different types of air support that you can use when you go on a kill streak. Remember that you don't have to use them right away; they'll still be available to you after you respawn.

3-Kill Streak	Call in a UAV. This bonus will give you a radar sweep of the entire map and reveal all enemy locations in motion. UAVs only last for a short period of time, so use them wisely. Try to coordinate your UAVs with your teammates so that you don't waste one of your radar sweeps.
5-Kill Streak	Call in an airstrike. This will send in a formation of jets to drop bombs on a location of your choosing. You can flip to the entire map view and reposition the crosshairs to tell your air support team exactly where you want the strike to take place. Make sure to notify your teammates and check the maps for friendlies before you call in the strike.
7-Kill Streak	Call in the chopper. If you're man enough to achieve this bonus, you're in for a treat. When you call in helicopter support, a chopper armed with a single minigun and missiles will eliminate your enemies and rack up points for you until the other team shoots it down. Remember that any weapon will damage the helicopter, so shoot at enemy choppers with anything you've got.

CALL OF DUTY
INFINITE WARFARE

Basic Training

Challenges

There are 10 sets of challenges in all, each one containing multiple tiers or phases and unlocking something new. You can unlock everything from your red dot sight to the red tiger camouflage, but remember that challenges themselves are unlocked via promotions. Rank up to unlock challenges, and then complete those challenges to unlock gear and camo.

Assault Rifle Challenges

Challenge	Rank Unlocked	Description	Reward
M16 Marksman I	5	Get 25 kills with this weapon.	100 XP, M16 Red Dot Sight
M16 Marksman II	5	Get 75 kills with this weapon.	500 XP, M16 Silencer
M16 Marksman III	5	Get 150 kills with this weapon.	1000 XP, M16 ACOG Scope
M16 Expert I	5	Get 25 head shots with this weapon.	100 XP, M16 Digital Camo
M16 Expert II	5	Get 75 head shots with this weapon.	500 XP, M16 Blue Tiger Camo
M16 Expert III	5	Get 150 head shots with this weapon.	1000 XP, M16 Red Tiger Camo
AK47 Marksman I	5	Get 25 kills with this weapon.	100 XP, AK47 Red Dot Sight
AK47 Marksman II	5	Get 75 kills with this weapon.	500 XP, AK47 Silencer
AK47 Marksman III	5	Get 150 kills with this weapon.	1000 XP, AK47 ACOG Scope
AK47 Expert I	5	Get 25 head shots with this weapon.	100 XP, AK47 Digital Camo
AK47 Expert II	5	Get 75 head shots with this weapon.	500 XP, AK47 Blue Tiger Camo
AK47 Expert III	5	Get 150 head shots with this weapon.	1000 XP, AK47 Red Tiger Camo
M4 Marksman I	10	Get 25 kills with this weapon.	100 XP, M4 Red Dot Sight
M4 Marksman II	10	Get 75 kills with this weapon.	500 XP, M4 Silencer
M4 Marksman III	10	Get 150 kills with this weapon.	1000 XP, M4 ACOG Scope
M4 Expert I	10	Get 25 head shots with this weapon.	100 XP, M4 Digital Camo
M4 Expert II	10	Get 75 head shots with this weapon.	500 XP, M4 Blue Tiger Camo
M4 Expert III	10	Get 150 head shots with this weapon.	1000 XP, M4 Red Tiger Camo
G3 Marksman I	25	Get 25 kills with this weapon.	100 XP, G3 Red Dot Sight
G3 Marksman II	25	Get 75 kills with this weapon.	500 XP, G3 Silencer
G3 Marksman III	25	Get 150 kills with this weapon.	1000 XP, G3 ACOG Scope
G3 Expert I	25	Get 25 head shots with this weapon.	100 XP, G3 Digital Camo
G3 Expert II	25	Get 75 head shots with this weapon.	500 XP, G3 Blue Tiger Camo
G3 Expert III	25	Get 150 head shots with this weapon.	1000 XP, G3 Red Tiger Camo
G36c Marksman I	38	Get 25 kills with this weapon.	100 XP, G36c Red Dot Sight
G36c Marksman II	38	Get 75 kills with this weapon.	500 XP, G36c Silencer
G36c Marksman III	38	Get 150 kills with this weapon.	1000 XP, G36c ACOG Scope
G36c Expert I	38	Get 25 head shots with this weapon.	100 XP, G36c Digital Camo
G36c Expert II	38	Get 75 head shots with this weapon.	500 XP, G36c Blue Tiger Camo
G36c Expert III	38	Get 150 head shots with this weapon.	1000 XP, G36c Red Tiger Camo
M14 Marksman I	46	Get 25 kills with this weapon.	100 XP, M14 Red Dot Sight
M14 Marksman II	46	Get 75 kills with this weapon.	500 XP, M14 Silencer
M14 Marksman III	46	Get 150 kills with this weapon.	1000 XP, M14 ACOG Scope
M14 Expert I	46	Get 25 head shots with this weapon.	100 XP, M14 Digital Camo
M14 Expert II	46	Get 75 head shots with this weapon.	500 XP, M14 Blue Tiger Camo
M14 Expert III	46	Get 150 head shots with this weapon.	1000 XP, M14 Red Tiger Camo
MP44 Expert I	52	Get 25 head shots with this weapon.	100 XP, MP44 Digital Camo
MP44 Expert II	52	Get 75 head shots with this weapon.	500 XP, MP44 Blue Tiger Camo
MP44 Expert III	52	Get 150 head shots with this weapon.	1000 XP, MP44 Red Tiger Camo

Note: There is no Marksman challenge for the MP44.

Submachine Gun Challenges

Challenge	Rank Unlocked	Description	Reward
MP5 Marksman I	5	Get 25 kills with this weapon.	100 XP, MP5 Red Dot Sight
MP5 Marksman II	5	Get 75 kills with this weapon.	500 XP, MP5 Silencer
MP5 Marksman III	5	Get 150 kills with this weapon.	1000 XP, MP5 ACOG Scope
MP5 Expert I	5	Get 25 head shots with this weapon.	100 XP, MP5 Digital Camo
MP5 Expert II	5	Get 75 head shots with this weapon.	500 XP, MP5 Blue Tiger Camo
MP5 Expert III	5	Get 150 head shots with this weapon.	1000 XP, MP5 Red Tiger Camo
Skorpion Marksman I	5	Get 25 kills with this weapon.	100 XP, Skorpion Red Dot Sight
Skorpion Marksman II	5	Get 75 kills with this weapon.	500 XP, Skorpion Silencer
Skorpion Marksman III	5	Get 150 kills with this weapon.	1000 XP, Skorpion ACOG Scope
Skorpion Expert I	5	Get 25 head shots with this weapon.	100 XP, Skorpion Digital Camo
Skorpion Expert II	5	Get 75 head shots with this weapon.	500 XP, Skorpion Blue Tiger Camo
Skorpion Expert III	5	Get 150 head shots with this weapon.	1000 XP, Skorpion Red Tiger Camo
Mini-Uzi Marksman I	13	Get 25 kills with this weapon.	100 XP, Mini-Uzi Red Dot Sight
Mini-Uzi Marksman II	13	Get 75 kills with this weapon.	500 XP, Mini-Uzi Silencer
Mini-Uzi Marksman III	13	Get 150 kills with this weapon.	1000 XP, Mini-Uzi ACOG Scope
Mini-Uzi Expert I	13	Get 25 head shots with this weapon.	100 XP, Mini-Uzi Digital Camo
Mini-Uzi Expert II	13	Get 75 head shots with this weapon.	500 XP, Mini-Uzi Blue Tiger Camo
Mini-Uzi Expert III	13	Get 150 head shots with this weapon.	1000 XP, Mini-Uzi Red Tiger Camo
AK74u Marksman I	28	Get 25 kills with this weapon.	100 XP, AK74u Red Dot Sight
AK74u Marksman II	28	Get 75 kills with this weapon.	500 XP, AK74u Silencer
AK74u Marksman III	28	Get 150 kills with this weapon.	1000 XP, AK74u ACOG Scope
AK74u Expert I	28	Get 25 head shots with this weapon.	100 XP, AK74u Digital Camo
AK74u Expert II	28	Get 75 head shots with this weapon.	500 XP, AK74u Blue Tiger Camo
AK74u Expert III	28	Get 150 head shots with this weapon.	1000 XP, AK74u Red Tiger Camo
P90 Marksman I	40	Get 25 kills with this weapon.	100 XP, P90 Red Dot Sight
P90 Marksman II	40	Get 75 kills with this weapon.	500 XP, P90 Silencer
P90 Marksman III	40	Get 150 kills with this weapon.	1000 XP, P90 ACOG Scope
P90 Expert I	40	Get 25 head shots with this weapon.	100 XP, P90 Digital Camo
P90 Expert II	40	Get 75 head shots with this weapon.	500 XP, P90 Blue Tiger Camo
P90 Expert III	40	Get 150 head shots with this weapon.	1000 XP, P90 Red Tiger Camo

Light Machine Gun Challenges

Challenge	Rank Unlocked	Description	Reward
M249 SAW Marksman I	5	Get 25 kills with this weapon.	100 XP, M249 SAW Red Dot Sight
M249 SAW Marksman II	5	Get 75 kills with this weapon.	500 XP, M249 SAW Forward Grip
M249 SAW Marksman III	5	Get 150 kills with this weapon.	1000 XP, M249 SAW ACOG Scope
M249 SAW Expert I	5	Get 25 head shots with this weapon.	100 XP, M249 SAW Digital Camo
M249 SAW Expert II	5	Get 75 head shots with this weapon.	500 XP, M249 SAW Blue Tiger Camo
M249 SAW Expert III	5	Get 150 head shots with this weapon.	1000 XP, M249 SAW Red Tiger Camo
RPD Marksman I	5	Get 25 kills with this weapon.	100 XP, RPD Red Dot Sight
RPD Marksman II	5	Get 75 kills with this weapon.	500 XP, RPD Forward Grip
RPD Marksman III	5	Get 150 kills with this weapon.	1000 XP, RPD ACOG Scope
RPD Expert I	5	Get 25 head shots with this weapon.	100 XP, RPD Digital Camo
RPD Expert II	5	Get 75 head shots with this weapon.	500 XP, RPD Blue Tiger Camo
RPD Expert III	5	Get 150 head shots with this weapon.	1000 XP, RPD Red Tiger Camo
M60E4 Marksman I	19	Get 25 kills with this weapon.	100 XP, M60E4 Red Dot Sight
M60E4 Marksman II	19	Get 75 kills with this weapon.	500 XP, M60E4 Forward Grip
M60E4 Marksman III	19	Get 150 kills with this weapon.	1000 XP, M60E4 ACOG Scope
M60E4 Expert I	19	Get 25 head shots with this weapon.	100 XP, M60E4 Digital Camo
M60E4 Expert II	19	Get 75 head shots with this weapon.	500 XP, M60E4 Blue Tiger Camo
M60E4 Expert III	19	Get 150 head shots with this weapon.	1000 XP, M60E4 Red Tiger Camo

Shotgun Challenges

Challenge	Rank Unlocked	Description	Reward
W1200 Marksman I	5	Get 25 kills with this weapon.	100 XP, W1200 Red Dot Sight
W1200 Marksman II	5	Get 50 kills with this weapon.	500 XP, W1200 Forward Grip
W1200 Expert I	5	Get 25 head shots with this weapon.	100 XP, W1200 Digital Camo
W1200 Expert II	5	Get 50 head shots with this weapon.	500 XP, W1200 Blue Tiger Camo
W1200 Expert III	5	Get 100 head shots with this weapon.	1000 XP, W1200 Red Tiger Camo
M1014 Marksman I	31	Get 25 kills with this weapon.	100 XP, M1014 Red Dot Sight
M1014 Marksman II	31	Get 50 kills with this weapon.	500 XP, M1014 Forward Grip
M1014 Expert I	31	Get 25 head shots with this weapon.	100 XP, M1014 Digital Camo
M1014 Expert II	31	Get 50 head shots with this weapon.	500 XP, M1014 Blue Tiger Camo
M1014 Expert III	31	Get 100 head shots with this weapon.	1000 XP, M1014 Red Tiger Camo

Sniper Rifle Challenges

Challenge	Rank Unlocked	Description	Reward
M40A3 Marksman	5	Get 100 kills with this weapon.	500 XP, M40A3 ACOG Scope
M40A3 Expert I	5	Get 25 head shots with this weapon.	100 XP, M40A3 Digital Camo
M40A3 Expert II	5	Get 75 head shots with this weapon.	500 XP, M40A3 Blue Tiger Camo
M40A3 Expert III	5	Get 150 head shots with this weapon.	1000 XP, M40A3 Red Tiger Camo
M21 Marksman	7	Get 100 kills with this weapon.	500 XP, M21 ACOG Scope
M21 Expert I	7	Get 25 head shots with this weapon.	100 XP, M21 Digital Camo
M21 Expert II	7	Get 75 head shots with this weapon.	500 XP, M21 Blue Tiger Camo
M21 Expert III	7	Get 150 head shots with this weapon.	1000 XP, M21 Red Tiger Camo
SVD Marksman	22	Get 100 kills with this weapon.	500 XP, SVD ACOG Scope
SVD Expert I	22	Get 25 head shots with this weapon.	100 XP, SVD Digital Camo
SVD Expert II	22	Get 75 head shots with this weapon.	500 XP, SVD Blue Tiger Camo
SVD Expert III	22	Get 150 head shots with this weapon.	1000 XP, SVD Red Tiger Camo
R700 Marksman	34	Get 100 kills with this weapon.	500 XP, R700 ACOG Scope
R700 Expert I	34	Get 25 head shots with this weapon.	100 XP, R700 Digital Camo
R700 Expert II	34	Get 75 head shots with this weapon.	500 XP, R700 Blue Tiger Camo
R700 Expert III	34	Get 150 head shots with this weapon.	1000 XP, R700 Red Tiger Camo
Barrett .50 Cal Marksman	22	Get 100 kills with this weapon.	500 XP, Barrett .50 Cal ACOG Scope
Barrett .50 Cal Expert I	22	Get 25 head shots with this weapon.	100 XP, Barrett .50 Cal Digital Camo
Barrett .50 Cal Expert II	22	Get 75 head shots with this weapon.	500 XP, Barrett .50 Cal Blue Tiger Camo
Barrett .50 Cal Expert III	22	Get 150 head shots with this weapon.	1000 XP, Barrett .50 Cal Red Tiger Camo

Boot Camp Challenges

Challenge	Rank Unlocked	Description	Reward
Radar Inbound	9	Kill 3 enemies without dying and call in a UAV.	50 XP
Airstrike Inbound	9	Kill 5 enemies without dying and call in an airstrike.	50 XP
Chopper Inbound	9	Kill 7 enemies without dying and call in a chopper.	50 XP
Flyswatter	9	Shoot down an enemy helicopter.	250 XP
Marathon	12	Sprint for 26 miles total.	250 XP
Goodbye	12	Fall 30 feet or more to your death.	250 XP
Base Jump	12	Fall 15 feet or more and survive.	250 XP
Crouch Shot I	12	Kill 5 enemies while you're crouching.	50 XP
Crouch Shot II	12	Kill 15 enemies while you're crouching.	100 XP
Crouch Shot III	12	Kill 30 enemies while you're crouching.	250 XP
Prone Shot I	15	Kill 5 enemies while you're prone.	50 XP
Prone Shot II	15	Kill 15 enemies while you're prone.	100 XP
Prone Shot III	15	Kill 30 enemies while you're prone.	250 XP
Grenade Kill I	15	Kill 1 enemy with a grenade.	50 XP
Grenade Kill II	15	Kill 5 enemies with a grenade.	150 XP
Grenade Kill III	15	Kill 10 enemies with a grenade.	250 XP
Point Guard I	15	Get 5 assists.	50 XP
Point Guard II	15	Get 15 assists.	100 XP
Point Guard III	15	Get 30 assists.	250 XP
X-Ray Vision I	15	Kill 1 enemy through a surface using bullet penetration.	100 XP
X-Ray Vision II	15	Kill 5 enemies through a surface using bullet penetration.	250 XP
X-Ray Vision III	15	Kill 15 enemies through a surface using bullet penetration.	250 XP
Vandalism I	18	Blow up a car.	50 XP
Vandalism II	18	Blow up 5 cars.	100 XP
Vandalism III	18	Blow up 15 cars.	250 XP
Exposed I	18	Call in a UAV 5 times.	50 XP
Exposed I	18	Call in a UAV 10 times.	100 XP
Exposed I	18	Call in a UAV 20 times.	250 XP
Backdraft I	18	Destroy 1 enemy explosive device.	50 XP
Backdraft II	18	Destroy 5 enemy explosive devices.	100 XP
Backdraft III	18	Destroy 15 enemy explosive devices.	250 XP
Knife Veteran I	18	Kill 1 enemy with the knife melee attack.	50 XP
Knife Veteran II	18	Kill 5 enemies with the knife melee attack.	100 XP
Knife Veteran III	18	Kill 15 enemies with the knife melee attack.	250 XP

Operations Challenges

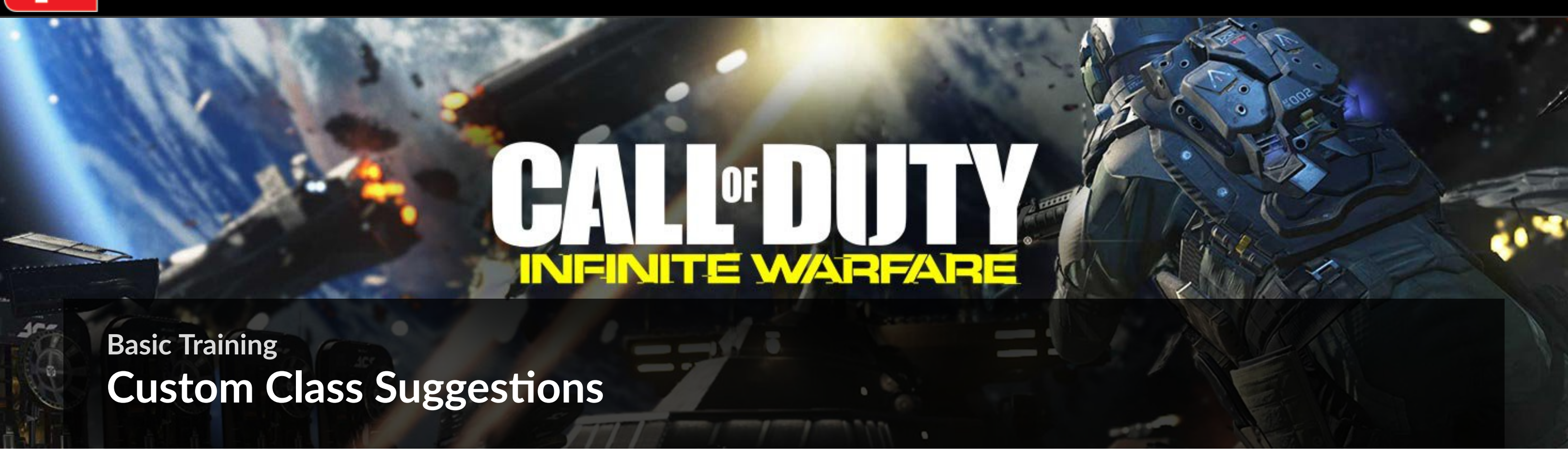
Challenge	Rank Unlocked	Description	Reward
Free-for-All Victor I	21	Place in the top 3 in a Free-for-All match.	50 XP
Free-for-All Victor II	21	Place in the top 3 in 5 Free-for-All matches.	100 XP
Free-for-All Victor III	21	Place in the top 3 in 15 Free-for-All matches.	250 XP
Team Player I	21	Win 5 Team Deathmatch matches.	50 XP
Team Player II	21	Win 15 Team Deathmatch matches.	100 XP
Team Player III	21	Win 30 Team Deathmatch matches.	250 XP
Search and Destroy Victor I	21	Win 5 Search and Destroy matches.	50 XP
Search and Destroy Victor II	21	Win 15 Search and Destroy matches.	100 XP
Search and Destroy Victor III	21	Win 30 Search and Destroy matches.	250 XP
MVP Team Deathmatch	21	Play Team Deathmatch and get the top score overall.	250 XP
Hardcore Team Player I	24	Win a Hardcore Team Deathmatch match.	50 XP
Hardcore Team Player II	24	Win 5 Hardcore Team Deathmatch matches.	100 XP
Hardcore Team Player II	24	Win 15 Hardcore Team Deathmatch matches.	250 XP
Sabotage Victor I	24	Win 5 Sabotage matches.	50 XP
Sabotage Victor II	24	Win 20 Sabotage matches.	100 XP
Sabotage Victor III	24	Win 50 Sabotage matches.	250 XP
MVP Team Hardcore	24	Finish a Team Hardcore match with the top score.	50 XP
Bomb Down	27	Kill the bomb carrier in a Sabotage or Search and Destroy match.	250 XP
Bomb Defender	27	Kill the bomb defender in a Sabotage or Search and Destroy match.	250 XP
Bomb Planter	27	Kill the bomb planter in a Sabotage or Search and Destroy match.	250 XP
Hero	27	Defuse a bomb in Search and Destroy.	250 XP
Last Man Standing	27	Be the last man standing in Search and Destroy.	250 XP

Killer Challenges

Challenge	Rank Unlocked	Description	Reward
Claymore Shot	30	Kill 5 enemies by using a Claymore.	250 XP
Assault Expert I	30	Kill 5 enemies with a headshot while using an assault rifle.	50 XP
Assault Expert II	30	Kill 25 enemies with a headshot while using an assault rifle.	100 XP
Assault Expert III	30	Kill 50 enemies with a headshot while using an assault rifle.	250 XP
SMG Expert I	30	Kill 5 enemies with a headshot while using a submachine gun.	50 XP
SMG Expert II	30	Kill 25 enemies with a headshot while using a submachine gun.	100 XP
SMG Expert III	30	Kill 50 enemies with a headshot while using a submachine gun.	250 XP
LMG Expert I	30	Kill 5 enemies with a headshot while using a light machine gun.	50 XP
LMG Expert II	30	Kill 25 enemies with a headshot while using a light machine gun.	100 XP
LMG Expert III	30	Kill 50 enemies with a headshot while using a light machine gun.	250 XP
Last Stand Veteran I	33	Kill 1 enemy using the Last Stand perk.	50 XP
Last Stand Veteran II	33	Kill 5 enemies using the Last Stand perk.	100 XP
Last Stand Veteran III	33	Kill 15 enemies using the Last Stand perk.	250 XP
Master Chef I	33	Kill 5 enemies with cooked grenades.	50 XP
Master Chef II	33	Kill 10 enemies with cooked grenades.	100 XP
Master Chef III	33	Kill 20 enemies with cooked grenades.	250 XP
Airstrike Veteran I	33	Kill 5 enemies by calling in airstrikes.	50 XP
Airstrike Veteran II	33	Kill 15 enemies by calling in airstrikes.	100 XP
Airstrike Veteran III	33	Kill 30 enemies by calling in airstrikes.	250 XP
Chopper Veteran I	33	Kill 5 enemies by calling in helicopters.	50 XP
Chopper Veteran II	33	Kill 15 enemies by calling in helicopters.	100 XP
Chopper Veteran III	33	Kill 30 enemies by calling in helicopters.	250 XP
Stun Veteran I	36	Kill 5 enemies still dazed by a stun grenade.	50 XP
Stun Veteran II	36	Kill 10 enemies still dazed by a stun grenade.	100 XP
Stun Veteran III	36	Kill 25 enemies still dazed by a stun grenade.	250 XP
Multi-RPG	36	Kill 2 or more enemies with a single RPG shot.	250 XP
Martyrdom Veteran I	36	Kill an enemy with a dropped grenade from the Martyrdom perk.	50 XP
Martyrdom Veteran II	36	Kill 5 enemies with a dropped grenade from the Martyrdom perk.	100 XP
Martyrdom Veteran III	36	Kill 15 enemies with a dropped grenade from the Martyrdom perk.	250 XP
Clay More	36	Kill 2 or more enemies with a single Claymore.	250 XP
Stealth I	39	Kill 10 enemies while using a silenced weapon.	50 XP
Stealth II	39	Kill 25 enemies while using a silenced weapon.	100 XP
Stealth III	39	Kill 50 enemies while using a silenced weapon.	250 XP
Invisible I	39	Kill 5 enemies while using a sniper rifle in prone position.	50 XP
Invisible II	39	Kill 25 enemies while using a sniper rifle in prone position.	100 XP
Invisible III	39	Kill 50 enemies while using a sniper rifle in prone position.	250 XP
Counter-Claymore I	39	Kill 1 enemy by shooting a Claymore.	50 XP
Counter-Claymore II	39	Kill 5 enemies by shooting a Claymore.	100 XP
Counter-Claymore III	39	Kill 10 enemies by shooting a Claymore.	250 XP
Counter-C-4 I	39	Kill 1 enemy by shooting C-4.	50 XP
Counter-C-4 II	39	Kill 5 enemies by shooting C-4.	100 XP
Counter-C-4 III	39	Kill 10 enemies by shooting C-4.	250 XP

Humiliation Challenges

Challenge	Rank Unlocked	Description	Reward
Airborne	42	Get a 2 kill streak with bullets while in midair.	250 XP
Multi-frag	42	Kill 2 or more enemies with a single frag grenade.	250 XP
Carpet Bomb	42	Kill 5 enemies with a single airstrike.	250 XP
MG Master	42	Get a 5-kill streak while on a mounted machine gun.	250 XP
Slasher	45	Get a 3-melee kill streak without dying.	250 XP
Multi-C-4	45	Kill 2 or more enemies with a single C-4 pack.	250 XP
Hot Potato I	45	Kill 1 enemy with a thrown-back grenade.	50 XP
Hot Potato II	45	Kill 5 enemies with thrown-back grenades.	100 XP
Hot Potato III	45	Kill 15 enemies with thrown-back grenades.	250 XP
Car Bomb	45	Kill 1 enemy by destroying a car.	250 XP
Backstabber	47	Stab an enemy in the back with your knife.	250 XP
Slow But Sure	47	Kill 1 enemy while being stunned by a stun grenade.	250 XP
Flashbang Veteran I	47	Kill 5 enemies dazed by a flashbang.	50 XP
Flashbang Veteran II	47	Kill 10 enemies dazed by a flashbang.	100 XP
Flashbang Veteran III	47	Kill 25 enemies dazed by a flashbang.	250 XP
Misery Loves Company I	47	Kill yourself and 1 enemy by cooking a grenade without throwing it.	50 XP
Misery Loves Company II	47	Kill yourself and a 2nd enemy by cooking a grenade without throwing it.	100 XP
Misery Loves Company III	47	Kill yourself and a 3rd enemy by cooking a grenade without throwing it.	250 XP
Ouch I	48	Kill an enemy with a rifle-mounted grenade launcher without detonation (direct impact).	50 XP
Ouch II	48	Kill 5 enemies with a rifle-mounted grenade launcher without detonation (direct impact).	100 XP
Ouch III	48	Kill 15 enemies with a rifle-mounted grenade launcher without detonation (direct impact).	250 XP
Rival	48	Kill the same enemy 5 times in a single match.	250 XP
Cruelty	48	Kill an enemy, pick up his weapon, and then kill him again with his own weapon.	250 XP
Think Fast	48	Finish an enemy off by hitting him with a frag grenade (direct impact).	250 XP
Think Fast Stun	50	Finish an enemy off by hitting him with a stun grenade (direct impact).	250 XP
Think Fast Flash	50	Finish an enemy off by hitting him with a flash grenade (direct impact).	250 XP
Return to Sender	50	Kill an enemy by shooting his C-4.	250 XP
Blindfire	50	Kill an enemy while you're still dazed by a flashbang.	250 XP
The Brink	51	Get a kill streak of 3 or more while near death (screen flashing red).	250 XP
Collateral Damage	51	Kill 2 or more enemies with a single sniper rifle bullet.	250 XP
The Edge I	51	Get the last kill in a match.	50 XP
The Edge II	51	Get the last kill in a match 5 times.	100 XP
The Edge III	51	Get the last kill in a match 10 times.	250 XP
Flawless	51	Play an entire full-length match without dying.	250 XP
Tango Down	53	Kill every member of the enemy team (4-enemy minimum).	250 XP
Hard Landing	53	Kill an enemy that is currently in midair.	250 XP
Extreme Cruelty	53	Kill every member of the enemy team (at least 4 enemies) without dying.	250 XP
Fast Swap	53	Hurt an enemy with a primary weapon, and then finish them off with a pistol.	250 XP
Star Player	53	Play an entire match of any game type with a 5:1 kill/death ratio.	250 XP
How The?	53	Kill an enemy by using bullet penetration to shoot an explosive device through a wall.	250 XP
Dominos	53	Kill an enemy by setting off a chain reaction of explosives.	250 XP
No Secrets	54	Call in a UAV 3 times in a single match.	250 XP
Afterburner	54	Call in an airstrike twice in a single match.	250 XP
Air Superiority	54	Call in a helicopter twice in a single match.	250 XP
Fearless	54	Kill 10 enemies in a single match without dying.	250 XP
Counter-MVP	54	Kill the #1 player on the enemy team 10 times in a single match.	250 XP
Invincible	54	Get 5 health regenerations from enemy damage in a row, without dying.	250 XP
Survivalist	54	Survive for 5 consecutive minutes.	250 XP



Basic Training

Custom Class Suggestions

You can create hundreds of combinations with the Create a Class feature. Your custom class setup can be weapon-based, style of play-based, or map-based. Remember that you can swap between your saved custom classes during a game, but they won't take effect until you respawn.

Here are some suggestions for your custom class creations:

Grenadier

Slot	Name
Primary Weapon	M16A4
Notes/Attachment	Grenade Launcher
Side Arm	M9
Special Grenade	Flash or Stun
Perk 1	DISABLED
Perk 2	Stopping Power or Sonic Boom
Perk 3	Martyrdom

This is a great class to send into battle first. Let this player lob a few grenades into the fight before you move in. With the Sonic Boom perk, launched grenades will do more damage.

◈ SEA SNIPER TIP

Set up a general set of classes before entering a game. You can switch classes every respawn if necessary.

Ghost

Slot	Name
Primary Weapon	MP5
Notes/Attachment	Silencer
Side Arm	USP .45
Notes/Attachment	Silencer
Special Grenade	Smoke
Perk 1	Bomb Squad
Perk 2	UAV Jammer
Perk 3	Dead Silence

With both weapons silenced and the UAV Jammer and Dead Silence perks selected, you won't be detected via UAV scans or when you fire your weapon. Additionally, you'll make less noise while moving.

Survivalist

Slot	Name
Primary Weapon	M60E4
Notes/Attachment	Grip
Side Arm	Desert Eagle
Special Grenade	Stun
Perk 1	DISABLED
Perk 2	Juggernaut
Perk 3	Last Stand

With Juggernaut and Last Stand turned on, your enemies will be screaming, "Why won't he die?" The additional stopping power of the M60 and the Desert Eagle will shut them up.

Pointman

Slot	Name
Primary Weapon	W1200
Notes/Attachment	Red Dot Sight
Side Arm	M1911 .45
Special Grenade	Flash
Perk 1	Frag x 3
Perk 2	Double Tap
Perk 3	Steady Aim or Deep Impact

The pointman is first into battle. Let him clear the area ahead with his Frag x3 and mow down enemies blocking the way with the shotgun and Double Tap perk. Enemies won't be able to hide behind walls with the Deep Impact perk selected.

Marksman

Slot	Name
Primary Weapon	R700
Side Arm	M9
Notes/Attachment	Silencer
Special Grenade	Stun
Perk 1	Claymore x 2
Perk 2	UAV Jammer
Perk 3	Iron Lungs or Deep Impact

A great sniper class. Use the Claymore perk on rooftops or building entrances to keep enemies from sneaking up on you. Don't be afraid to shoot through walls. Even if you can't see the enemy, Deep Impact will find them.

Warfighter

Slot	Name
Primary Weapon	G36C
Notes/Attachment	Red Dot Sight
Side Arm	G3
Notes/Attachment	ACOG Scope
Special Grenade	Smoke
Perk 1	Bandolier
Perk 2	Overkill
Perk 3	Extreme Conditioning

With the Overkill perk selected, this class will give you everything you need for all battle situations. Use a Red Dot Sight for quick acquisition, and an ACOG for some long-range targets. The Bandolier perk will keep your magazines full. If you get into trouble, hit Sprint and relocate with the help of some smoke.

Close Quarters

Slot	Name
Primary Weapon	P90 or MP5
Notes/Attachment	Red Dot Sight
Side Arm	M9
Special Grenade	Flash or Stun
Perk 1	Flash x3 or Frag x3
Perk 2	Stopping Power or Juggernaut or Double Tap
Perk 3	Last Stand or Deep Impact

When fighting in close quarters, this class will help in many ways, depending how you configure your perks. With the flash grenades, you can blind enemies and rush in to finish them. Or choose Frag x3 and you don't have to run in at all! Choose the Double Tap perk to put twice as many rounds into your enemy.

Overwatch

Slot	Name
Primary Weapon	M249 SAW
Notes/Attachment	ACOG Scope or Front Grip
Side Arm	Desert Eagle
Special Grenade	Stun
Perk 1	RPG-7 x 2
Perk 2	Slight of Hand
Perk 3	Deep Impact

Need to lock down a Domination flag? Set up this guy and forget it. With the SAW combined with Sleight of Hand, you'll never be short on ammo, and the Deep Impact perk won't let your enemies hide from you.

Defender

Slot	Name
Primary Weapon	M1014
Side Arm	USP .45
Special Grenade	Stun
Perk 1	C-4 x 2
Perk 2	Sonic Boom
Perk 3	Martyrdom

This is a great class for protecting areas like domination flags, headquarters, or the bomb. Set up C-4 combined with Sonic Boom to obliterate your enemies as they try to take what's yours.

Sharpshooter

Slot	Name
Primary Weapon	M21
Side Arm	M1911 .45
Notes/Attachment	Silencer
Special Grenade	Flash
Perk 1	Bandolier
Perk 2	Stopping Power
Perk 3	Deep Impact

This sniper class isn't worried about being seen, but about being heard. The additional ammo from the Bandolier perk, combined with Stopping Power and Deep Impact, makes this one of the deadliest classes available.

CALL OF DUTY
INFINITE WARFARE

Basic Training

Modes

There are several modes available to you, depending on what type of match you decide to play. There are only preset modes and combinations of modes in Find Match, but setting up a Private Match allows you to customize just about every aspect, from the duration of a round to whether the match is headshots only.

Find Match Modes

These public room modes cannot be customized.

Team Deathmatch	Straight-up Team Deathmatch. Use teamwork to kill enemy players and reach the score limit.
Free-For-All	Straight-up Deathmatch: Every man for himself. Kill everyone.
Domination	Three flags in the level must be captured. Your team gets points for taking flags. The more you hold, the more points you gain.
Ground War	Big team games—Team Deathmatch and Domination (up to 18 players).
Sabotage	A neutral bomb is in the center of the level, and each team fights to destroy the enemy team's objective. The bomb carrier can be seen by all players. First team to successfully bomb the enemy objective wins.
Headquarters	Each team fights to capture a neutral base. Capture and hold it to gain points. The team that holds the HQ doesn't respawn.
Search & Destroy	No respawning. Defend and destroy the objective.
Team Objective	Objective game modes only. Domination, Headquarters, Sabotage, and Search & Destroy.
Team Hardcore	Hardcore Team Deathmatch and Search & Destroy. Limited HUD, extra bullet damage, friendly fire on.
Old School	Old School Team Deathmatch and Free-For-All. No classes. Weapons are pickups, health is increased, and jumps are higher.
Oldcore	Old School pickups and jumping. Hardcore limited HUD and extra bullet damage. Team Deathmatch.

Private Match Modes

These are private or invite-only rooms that you can fully customize. Great for clan matches.

Free-For-All

Team Deathmatch

Domination

Sabotage

Headquarters

Search & Destroy

Each mode has its own set of options to adjust, but all modes provide the following options (see exceptions for PC version at the bottom of this page):

Player Options	
Number of Lives	Unlimited, 1, 2, 3, 5, 9
Respawn Delay	None, 5 sec, 7.5 sec, 10 sec, 15 sec, 30 sec
Max Health	Min, Half, Normal, Double
Health Regen	None, Fast, Normal, Slow
Allow Killcam	Yes, No
Allow Sprint	Yes, No

Team Options	
Spectating	No, Team Only, Free
Wave Spawn Delay	None, 5 sec, 10 sec, 15 sec, 30 sec
Force Respawn	On, Off
Radar Always On	On, Off
Friendly Fire	Disabled, Enabled, Reflect, Shared

Gameplay Options	
Headshots Only	On, Off
Allow Perks	On, Off
Allow Air Support	On, Off
Old School Mode	On, Off
Hardcore Mode	On, Off

Private Match and several server options are available only in the console version of the game. The following options are not available in the PC version:

Number of Lives

Respawn Delay

Max Health

Health Regen

Allow Sprint

Wave Spawn Delay

Radar Always On

Headshots Only

Allow Perks

Allow Air Support

Mode Tactics

Not all matches contain the same number of players, so make adjustments as needed. Use the following tactics to successfully complete mode objectives and keep your team in the win column.

Free-For-All

What can you say about free-for-all? Shoot everything that moves. If it moves, it's not on your team and it needs to die! Success in FFA mode depends on your custom class setup, including weapon and perk combinations. First, decide the map on which you're fighting. Let's take Vacant as an example. Everyone has a different style of play, but here's what the optimum loadout for a map with such tight quarters might look like:

Confined Space Assassin

Slot	Name
Primary Weapon	MP5
Notes/Attachment	Red Dot
Side Arm	M1911 .45
Special Grenade	Stun
Perk 1	Frag x3
Perk 2	Juggernaut or Double Tap
Perk 3	Martyrdom

> ◈ SEA SNIPER TIP
>
> If you're playing a respawn map, immediately move when you spawn. Sometimes you'll respawn near enemy players.

This loadout or CCS (custom class setup) allows your character to be very mobile because you've chosen a submachine gun, and you're lethal because you're packing three frags. For your second perk, your options are Juggernaut or Double Tap, which are almost equal on the Vacant map. By using Juggernaut, you can take more hits than your enemy and emerge the victor in one-on-one battles. The same holds true if you choose Double Tap. By doling out twice as many rounds as your enemy, you have twice the chance of killing him before he kills you. Remember, if you have Double Tap as your second perk, you may want to switch your Frag x3 perk to Bandolier. The Double Tap perk will chew through ammo very quickly.

Now that you've got your CCS selected, what do you do? Kill everyone! Since this is FFA, you don't have any friends. Even if your friends are in the same room, they're not your friends. Everyone is shooting at you, so shoot back. Stay mobile. Find a few good spots to shoot from, or ambush enemies and bounce from one to the other. You might want to hold back a bit at first and rack up your 3-kill streak so you can call in your UAV. Once you know where everyone is, you can relocate to your next spot and go for your 5-kill streak and bomb the lot of them.

Some other options for this mode are map-dependent, but consider taking a light machine gun, which has many more rounds than a submachine gun. If you do, take the Bandolier perk with you as well. Shotguns work well for FFA matches, as do Last Stand, Claymores x2, and even the UAV Jammer with a silencer on your primary weapon.

Always keep in mind that you can pick up a fallen enemy's weapons. You're probably such a badass that you'll run out of ammo before you die, so keep an eye out for any bloody, previously owned weapons lying around.

Team Deathmatch

Two factions fight each other to reach the points total first. Try to organize who will be loading up with what, and do your best to not double up too much on the same class setups. The number of players will always vary, so divide up the classes as you see fit based on the map.

Let's take a map like Crash, for instance. You may decide to set up a couple of long-range assault classes or snipers. Here are some suggested loadouts for 2-3 players.

Long-Range Assault Rifleman

Slot	Name
Primary Weapon	M4 Carbine
Notes/Attachment	ACOG Scope
Side Arm	M1911 .45
Special Grenade	Smoke
Perk 1	Claymore x2
Perk 2	Stopping Power or UAV Jammer
Perk 3	Steady Aim

Sniper

Slot	Name
Primary Weapon	Barrett .50 cal
Side Arm	M1911 .45
Special Grenade	Smoke
Perk 1	Claymore x2
Perk 2	Sleight of Hand
Perk 3	Steady Aim or Iron Lung

> ◈ SEA SNIPER TIP
>
> Watch for the skull icon. This tells you approximately where your teammates went down, and that the enemy is close by.

Find out who wants to run with the preceding kits, and have them hang back a bit to rack up a 3-kill streak and get your UAVs online. If you have to sacrifice being a run-and-gun guy when you want to be a sniper, do it. You'll get more points for winning the round. Snipers and long-range assault guys should hang back near their spawns, but with a good view of the action. Good spots on Crash for these players would be the TV Shop balcony and the Blue Building (see our maps, which appear later in this chapter). If you spawn in the northeast, the Apartment balcony or the Light Shop roof are good places to set up. Do your best to thin the herd with your snipers, and get your kill streaks up as quickly as possible. If you can get enough points at the beginning of the round, you and your team can fall back and fortify a position like the Apartment Building or the TV Shop.

The rest of your team can pretty much load out with whatever they're comfortable with, as long as it fits the map. If you've got six people on your team and two are long-range assault riflemen or snipers, the remaining four should not be those classes. To complement your long-rangers, try loading out with some of the following suggestions:

Heavy Gunner/Grenadier

Slot	Name
Primary Weapon	M60E4
Side Arm	Desert Eagle
Special Grenade	Stun
Perk 1	Frag x3
Perk 2	Stopping Power or Sonic Boom
Perk 3	Martyrdom or Deep Impact

Run & Gunner

Slot	Name
Primary Weapon	M4 or AK-47
Notes/Attachment	Red Dot
Side Arm	M1911 .45
Special Grenade	Flash
Perk 1	Bandolier
Perk 2	Juggernaut
Perk 3	Extreme Conditioning

Both of these custom classes can keep the enemies off the streets and rack up points in your column. Try to split the remaining four players into wingman teams (two teams of two), and find yourselves a place to fortify. Once you've fought your way in, bring up and cover your two long-range riflemen. Let them peek off the roofs (if any), through windows, etc., while the rest of the team locks down any entrances to your fortified camp. Team Deathmatch is all about points, and the only way to get 'em is by eliminating the enemy. Once you've set yourselves up in a good area, lock it down for as long as you can and pick off the enemies as they come to you.

Another great way to win in Team Deathmatch is by being patient. Try moving your entire team up one side or another en route to your desired destination, and progress slowly. No doubt you'll encounter enemies along your way, so dispose of them as best you can.

You'll inevitably lose a man or two in the process, so here's a great way to keep your forces strong and get where you're going in one piece: When one of your teammates dies, everyone stop and take cover. Wait for him to respawn and regroup with the team, and then proceed to your destination. Since your fallen teammate will spawn closest to where most of your other teammates are congregated, he won't be far away. Just wait for him and move on. Continue doing this until you reach your destination, or continue roving around the map in this fashion.

A variation on this "rolling" tactic is to equip your entire team with UAV Jammer perks and silencers on all primary weapons. You'll be a virtually invisible mass of impending doom. The enemy won't be able to see you on radar, no matter what. You can also equip everyone on your squad with either grenade launchers or Frag x3 with Sonic Boom.

These tactics depend on where you'll be fighting. You may need the grenade launchers to reach areas you can't with frags. You may not need to be stealthy and equip everyone with UAV Jammers and silencers. Understand the map and your surroundings before choosing which variation will work best for you and your team.

Domination

This mode has three flags placed on the map that your team must capture to gain points. Each team starts very close to one flag and can take it before the other team can even get there. The other flag is in the center of the map and is usually the most contested.

To take a flag, step close enough to it to start the meter ticking on your HUD. Once it reaches the end of the bar, the flag is yours and you must defend it. The more people you have in the flag's radius, the faster the meter will fill up. The longer you hold a flag, the more points your team will get. If you control one flag, you get one point every five seconds or so. If you control two flags, you get two points every five seconds. With three flags, it's three points every five seconds. Let's start with a recommended CCS.

Freedom Fighter

Slot	Name
Primary Weapon	MP5 or P90
Notes/Attachment	Red Dot
Side Arm	M9
Special Grenade	Smoke
Perk 1	Claymore x2 or C-4 x2
Perk 2	Juggernaut
Perk 3	Extreme Conditioning

> ◈ SEA SNIPER TIP
>
> When you take control of an enemy's flag, they're alerted. It's best to take a flag using more than one person, and do it quickly so the enemy doesn't have time to retake it.

This setup produces high mobility, high speed for long distances, and a high tolerance for pain. All of these things assist you in capturing and controlling more flags than the enemy. The submachine gun will increase your agility. Use the Claymores to surround a flag that your team controls. Place them in concealed areas that are frequently trafficked by other players. You can also set them down on the flags themselves. The same goes for C-4. This will give you an added layer of protection. It's almost like having another player on your side. The Juggernaut perk will keep you alive a little bit longer than your enemy, and that's all you need. Stand firm at your captured flags to prevent the enemy from controlling them. Juggernaut will give you that little extra edge to either take a flag or prevent the enemy from taking yours. The third perk, Extreme Conditioning, gets you from flag to flag as quickly as possible. All in all, this is a fairly capable CCS, but feel free to adjust your primary weapon depending on the map.

Okay, you've got your briefing and your CCS. Now you only need to control two flags to win. Designate one player to take the flag closest to your initial spawn, while the remainder of your team rushes to either the center flag or the enemy base's flag. The solo player taking your initial flag should be equipped with Claymores x2 to assist him while he defends that flag. Move a group inside the flag zone as quickly as possible. Watch for grenades and grenade launcher attacks while you're taking the flag, and comb the area for explosives. Consider the map environment, and think about equipping at least one player with the Bomb Squad perk. This will allow you to quickly scan the area from farther away and with more clarity. Once you have control of the second flag, split your team in half, sending a team back to the first flag you took. You should now have two roughly equal teams defending two flags.

Now that you're dug in, it won't be easy to dig you out. Play smart, and try to secure the area by making sure all avenues of approach to each flag are covered. You get two points every five seconds or so, while the enemy team only gets one point. Pick them off as they come in, and call in your airstrikes to rack up even more points and end their suffering even faster.

So there's your conservative approach. Now let's talk aggression. At the beginning of the round, designate one player to take the first flag while the rest of the team races for the next one. Once the solo player has captured the initial flag, he should regroup with the rest of the team as quickly as possible. Hopefully the one-man-short mob has taken the second flag by the time Captain Solo regroups with them. If not, he can help. Once you've taken the second flag, move in unison to the next flag and continue taking flags as a group. When running this maneuver, some alternative perks to consider are Bomb Squad to detect enemy explosives, UAV Jammer to conceal your positions, and Dead Silence to reduce noise while moving.

Now let's consider a little bit of both. Everyone goes from flag to flag to decrease the time it takes to control a flag. Then leave two players behind at each flag. You may be able to leave only one player per flag, depending on the number of people on your side. Leave an equal number of people at each flag as defense. Let's assume it's 6 vs. 6, and you have two players on each flag. Each flag team should immediately plant their Claymores and scout out some good cover to watch the flag. Roofs, windows, and brush are great places, but don't set up too far away in case you need to back up your Claymores. A good configuration is for one player to plant his Claymores right on the flag, and the other player to plant his on frequently traveled paths en route to the flag. This will prevent a single explosive like a grenade from detonating all of the Claymores at once. One player should position himself somewhere in the immediate area of the flag. The other player can dig in a bit farther away, to minimize the possibility of one grenade taking out more than one target and to hide your numbers. If the enemy comes in to secure the flag, your player closest to the flag can engage them immediately. The enemy will have no idea that either you've drawn a bead on his head or you're coming up behind him to help out your wingman.

Capturing Flag

These are viable tactics and will work well if you find yourself on a good team that's willing to cooperate. Bear in mind there are many ways to skin a cat. Domination maps can be won sometimes by good communication alone. Everyone on your team can be running around bouncing from flag to flag completely at random, but as long as you communicate with each other often and clearly, you can coordinate everything from flag takeovers to ambushes. Let your teammates know that you see all of them at one flag so that you know you're free to take another. Play to your strengths, and always watch the score during Domination. Killing enemies in Domination scores XP, but not match points. Your team can win only with captures, not kills.

Domination is a lot of fun. Be mindful of your status at all times, and you'll know what to do.

Sabotage

This mode is focused on a single, centrally located bomb that both teams try to acquire and plant at the enemy's base. There are many options for success in this mode. Most of the time, both teams race to the center to pick up the bomb. Knowing that, you can decide what you want to do with your team when they get there. Here are some suggested CCSs.

Speed Freak

Slot	Name
Primary Weapon	MP5
Notes/Attachment	ACOG
Side Arm	M9
Special Grenade	Smoke
Perk 1	Claymore x2 or C-4 x2
Perk 2	Juggernaut
Perk 3	Extreme Conditioning

> ◈ SEA SNIPER TIP
>
> Sometimes the fastest route or closest objective isn't the best way to go.

This loadout allows you to run to the bomb and then to the plant spot with the Extreme Conditioning perk and the submachine gun as your primary weapon. Remember that your primary weapon directly affects your mobility. The lighter the weapon, the more mobile you are. Use smoke to mask your approach or confuse the enemy when you've planted the bomb. Some bases are inside buildings, so you can use your Claymores to block those entrances.

Cleaner

Slot	Name
Primary Weapon	M4 Carbine
Notes/Attachment	Grenade Launcher
Side Arm	Desert Eagle
Special Grenade	Stun
Perk 1	Disabled
Perk 2	Sonic Boom
Perk 3	Martyrdom

This loadout is designed for a team member to push a bit farther forward than his teammates, sending out a layer of grenades to clear the way. This player also has Stun grenades to disorient the enemy and keep them from getting to the bomb before you. Sonic Boom increases the damage done by the grenade launcher, and Martyrdom should finish off unsuspecting enemies.

Mount a full-on assault. Send your cleaner out ahead of the pack to lay down a spread of grenades and stuns, while the rest of your team advances as quickly as possible to the bomb. Once you've got the bomb, head directly to the plant location. You'll need to move fast and stay in a group. The more sets of eyes you have, the better. Keep a semi-tight formation as you progress to the plant spot, and watch for enemies along the way.

If you drop a few guys, don't freak out. Just push on. You need to get to the plant spot as soon as possible. Get in and plant the bomb, and then place Claymores at any entrances to the plant area, as well as directly around the bomb itself. Hopefully the Claymores will deter the enemy long enough for the bomb to go off. If the rest of your team is running with the Speed Freak loadout, they'll all have smoke too. Pop smoke all around the bomb and in circles around the bomb plant area. This will also deter the enemy long enough for the bomb to detonate.

While you're waiting, set up your team to protect the package. You don't want everyone set up right near the bomb, because then the enemy can eliminate everybody with one well-placed grenade. Put one player right on the bomb, while the rest of your team moves outward from the bomb and watches all avenues of approach. The key is having good shooters and good communication. You'll need to stick together. Fight the urge to just run off and engage a stray enemy. Numbers are your strength here, so use that to your advantage.

Camp your base. Most of the time, both teams rush to grab the bomb first. Use this to your advantage and let them come to you. Set up a full camp and wait. Good ideas for perks here include the UAV Jammer to conceal your team's positions, Claymores to block off any areas you can't cover, and Last Stand in case you get picked off and need to fire just a few more rounds at the guy trying to plant the bomb.

Make sure you set up at least one player at each chokepoint en route to your base. Set Claymores anywhere you can't cover or need additional support, such as right on the bomb plant area. Many players just run right up to plant the bomb without ever checking if explosives have been placed. This is a great backup plan in case someone manages to get by you. You might also set up some snipers on your camp team. They have a little better cover from the ghillie suit, and can set up a bit farther away. There's nothing worse than that feeling when you've almost planted the bomb but someone's watching you. They continually come to you and try to plant the bomb. Just pick them off, and be patient. Patience wins matches, not Rambo tactics.

An alternative tactic is to send out a Speed Freak to grab the bomb under cover of smoke, and pull back to your fortified camp. The enemy will try to acquire the package and walk right into your trap. Remember that if you're carrying the bomb and you get shot, the bomb will fall where you're killed. In addition, if you defuse a bomb, you now have it. This is particularly handy in case they pick up the package. Wait for one of them to grab it and pick him off. Have one of your teammates run up to the bomb without picking it up. Instead, set Claymores and/or C-4 all around it. It's like a tasty cupcake just sitting there for the taking. Too bad they don't know it's an exploding cupcake…

You can also set up a 2-man sniper team. Since both teams will reach the bomb at about the same time, your snipers should immediately set up somewhere near where you spawn, with a clear line of sight to the bomb. While the rest of your team focuses on the advancing enemy team, your snipers can focus on the bomb itself and pull the trigger when an enemy gets too close for comfort. Once your ground team and sniper team have deterred the enemy advance, quickly regroup, grab the bomb, and make for the enemy base. Remember that the enemy will respawn fairly quickly, so make your move as soon as you can.

We've covered lots of different ways to succeed at Sabotage, but feel free to pick and choose elements from any of these tactics, or create your own. Keep in mind that if no one plants the bomb, it goes to sudden death mode, where no one respawns. If the bomb still isn't planted, the team that's killed off first loses. There's no score limit in this mode; whoever detonates the bomb wins.

Headquarters

Communication is a must in this mode. At the start of the match a random point on the map is chosen, and both teams try to capture it. Then the capturing team must defend it for a short period of time. The defending team cannot respawn. The enemy team must try to infiltrate and destroy the captured headquarters. If the enemy destroys the headquarters, a new HQ point is chosen at random and both teams have to try to capture it. Likewise, if the capturing team successfully defends the HQ, both teams then compete for control of a new HQ point. While sometimes this mode can turn into a free-for-all, you can play it very tactically.

Here are some suggestions for loadouts on Headquarters matches.

Landlord

Slot	Name
Primary Weapon	M249 SAW
Side Arm	Desert Eagle
Special Grenade	Smoke
Perk 1	Frag x3
Perk 2	Sonic Boom
Perk 3	Extreme Conditioning or Deep Impact

This CCS will work for most of your team. The SAW, combined with the Deep Impact perk, will help you blast into an HQ building safely before entering. The Frag x3 perk lets you play Santa Claus and toss a few presents down the chimney. And the Sonic Boom gives those presents a little extra kick. Depending on the map, you may or may not need to use the Deep Impact perk. If you carry the SAW, you'll be much slower. The Extreme Conditioning perk might be better, because HQ points are chosen at random and you'll need to stay mobile.

Streaker

Slot	Name
Primary Weapon	AK74u
Side Arm	M9
Special Grenade	Stun
Perk 1	Bandolier
Perk 2	Juggernaut
Perk 3	Extreme Conditioning

The Streaker CCS helps you stay mobile so you can bounce from HQ to HQ. The submachine gun makes you light on your feet, the Bandolier perk keeps you fully loaded, Juggernaut keeps you alive, and Extreme Conditioning gets you from point A to point B in less time.

Try to mix up who rolls with what setup, and consider making two squads of one Landlord each and the rest Streakers. This will allow each squad to position itself on each side of the map. Here's where the communication comes into play. Imagine cutting the map in half diagonally, either from northeast to southeast or northwest to southwest (it will depend on the map and where you can move unmolested). Each squad should form up immediately and head to its designated position. Tell your teammates which squad is going where, and when you get to your destinations, tell each other. Hover around the center of your respective positions to avoid being stagnant. One squad should make for the first random HQ that appears and lock it down. Remember that your team won't be able to respawn while you're defending, so call in your other squad to create a perimeter around the HQ you're defending.

Once you've successfully defended your HQ, a new one is chosen at random. Split up into your respective squads, move back into position, and determine which squad will be making for the new HQ. At any time, you can combine squads and take an HQ with full force. Remember that the reason for splitting up into two squads is so one squad will be closer to the next random HQ point. Keep bouncing from HQ to HQ in this manner. Try to take as many as you can without the help of the other squad, so they're free to grab the next one that pops up. Your team gets points for taking HQs, for defending them, and for destroying them.

Since this mode takes careful planning and excellent communication, you may opt for a simpler approach. Split up your team into wingman groups of two and head to the first headquarters. One team should be designated to capture the HQ, while the remaining wingman teams set up a perimeter around the area to ward off the impending attack on your new base. Once you've successfully defended your base and a new one is chosen, move toward it. Keep a distance between teammates and wingman teams. You don't want a single grenade blowing you all to kingdom come.

Capturing HQ...

inforcements in: 0:50
Defend!

offline in: 0:47
Destroying HQ...

Let's say the enemy captures the new headquarters before you can get there. Now you've got a problem. Hopefully you still have a couple of Landlords at your service. Have them fill the HQ building with frags while everyone else opens fire on it. Make it quick. You won't have too much time to get in there and destroy it. Once the initial volley of bullets and frags is done, send in a team to destroy the HQ. If they fall, send in the next wingman team. Keep this going until you've destroyed the enemy headquarters. Everyone must pay close attention to who's going in and when. This is a very effective and mobile tactic. Divide up your wingman teams as you see fit, but think of them like drops of water that can come together at any time to form a sea of death.

You'll have satellite data on all of your battle locations, so you'll know where the HQs will be located. You can have a sniper or two grab some high ground and keep an eye on one or two possible HQ locations. This will give you some advanced notice on enemy locations to help you time your attacks. Speed is key in this mode. Be sure to stay light on your feet. Communicate clearly and concisely and as often as possible. Just don't hog the mic with idle chatter. You can talk about your day when you're dead.

Search & Destroy

Also called S&D, this mode starts off one team with an explosive device that must be planted at one of two locations on your mini-map. One team attacks (team that plants the bomb) and the other defends. The defending team has two plant locations to defend and must consider that during the match. After three rounds, the teams switch sides to give the other team a chance at planting the bomb. The default setting requires a team to score four points in order to win.

You don't have to plant the package to win a round. You can just kill everyone on the other team because there's no respawn. Or you can prevent the attacking team from planting the bomb before the time runs out.

One of the most important things to keep in mind is that you don't respawn. Once you die, you stay dead, so be cautious and accurate. This mode can be extremely tactical and may play out in many different ways. A basic assault kit should do you well, but here are a few suggestions for custom class setups before we get started.

Defending Attacker

Slot	Name
Primary Weapon	G36c
Notes/Attachment	Red Dot
Side Arm	M1911
Special Grenade	Stun
Perk 1	Claymore x2
Perk 2	Stopping Power
Perk 3	Deep Impact or Extreme Conditioning

This CCS is made for defenders who want to go on the offensive. With this setup, you can push farther forward and place Claymores at the entrances to plant spots. Use your assault rifle and Red Dot Sight to pick off incoming enemies with fewer bullets, thanks to your Stopping Power. And if an enemy gets by you and you just can't get a clear shot at him, use Deep Impact to lead him a little bit and put 'em down.

Homeland Security

Slot	Name
Primary Weapon	M1014
Side Arm	Desert Eagle
Special Grenade	Stun
Perk 1	Claymore x2
Perk 2	Juggernaut
Perk 3	Martyrdom or Extreme Conditioning

The Homeland Security setup is ideal for camping one of the two plant locations. Set your Claymores around the plant spot and stay in close proximity. Use your shotgun to turn your enemies into an abstract wall mural, while keeping yourself alive with Juggernaut. If you die, take out the rest of the crew with Martyrdom.

Mobile Assault

Slot	Name
Primary Weapon	P90
Notes/Attachment	Red Dot
Side Arm	M9
Special Grenade	Smoke
Perk 1	Frag x3
Perk 2	Double Tap
Perk 3	Extreme Conditioning

This setup is more for the bomb carrier and his assault party. The P90 submachine gun keeps you light on your feet. Smoke creates a distraction or masks your approach. Frag x3… well, what are frags for? Double Tap puts more bullets downrange, and Extreme Conditioning gets you where you're going before the enemy thinks you'll be there.

Stealth Assault

Slot	Name
Primary Weapon	M14
Notes/Attachment	Silencer
Side Arm	M1911
Notes/Attachment	Silencer
Special Grenade	Smoke
Perk 1	Bomb Squad
Perk 2	UAV Jammer
Perk 3	Dead Silence

You're all but invisible when you run with the Stealth Assault setup. With silencers on both your primary weapon and your side arm, you don't light up on enemy radar when firing. You have smoke for distractions or cover, the Bomb Squad perk to watch for enemy Claymores or C-4 in your path, and UAV Jammer and Dead Silence so you don't show up on radar sweeps, and no one hears you coming.

We'll start with the assault team that has the bomb. Let's talk about two different types of group-based assaults: the mobile assault and the stealth assault. The mobile assault team should load out with the mobile assault CCS. This gets everybody to the designated plant spot much more quickly than without Extreme Conditioning. Since you're all carrying submachine guns, you're much more mobile as well.

Decide beforehand which plant spot you'll be heading to, and move as quickly as possible toward it. Don't wait for each other; just go as soon as you spawn. Once everyone gets there, have a couple of players go inside with the bomb carrier to block the entrances (and set Claymores or C-4 if available) while the carrier plants the bomb. By now the rest of the team is either in a firefight outside or has set up camp just outside the plant area.

Once the package has been planted, the plant team should leave at least one player inside to hard-guard the bomb, while the other two head outside to assist in the bomb defense. Know in advance which player will be hard-guarding inside, and if they go down, you can fill in. Always check your satellite data prior to every match, and note the distances between the two teams' spawns and both plant locations. This will give you a good indication of what you'll be facing en route.

You'll undoubtedly encounter resistance on your way to plant the bomb, so lead the way with frags, "walking" them around and back from the plant area. Walking grenades is a great way to make sure you don't miss someone because you misjudged their exact distance. With Frag x3, you can toss one grenade at 10 yards, one at 15, and one at 20 to make sure everyone within that span eats shrapnel.

The stealth version of this tactic is similar but requires a bit more patience. Everyone should load out with the Stealth Assault CCS and slowly make their way toward one of the plant areas. You want to pick off enough enemies to call in a UAV. Once you've got someone with a 3-kill streak, call in your UAV and see where most enemies are. Then take the package with your entire team to the most unguarded base, and plant the bomb. Since your entire team won't show up on radar due to shooting or scanning, the enemy cann rely only on visuals.

Once you've made your way to the unguarded base, pick off any enemies. Plant the bomb and set up camp. Some players might want to grab the Claymore x2 or the C-4 and plant them directly on the bomb to deter enemies, or even delay them long enough to let the bomb detonate. You can also pop smoke on the bomb itself after you plant it, or all around the base's perimeter so that incoming enemies can't draw a bead on your position with grenades. Defend the bomb and chalk up a win in your column. This can be a very formidable tactic if performed correctly. If the enemy team can't light you up on radar, their frustration could be enough to help you win.

Countdown!
Planted Bomb!
+500
Planted Bomb
ROUND 1
MP5 Suppressed 60

These are just a couple of ways you can work as a team to achieve success. Again, good communication will be key. Don't double up on calling in UAVs; try to walk them one after the other. Wait until the first player's UAV runs out, and then call in yours. This method is tough because you need to keep an eye on it, but it can be very efficient. Putting Claymores and C-4 on a planted bomb is a great tactic even for a solo player, but bear in mind that you don't respawn in Search & Destroy.

Don't forget about your airstrikes and chopper support. You can use them in a couple of different ways. You can use an airstrike to clear a path to the plant spot, or to help create a perimeter around a planted bomb. Chopper support is best used as a defensive option in this mode. Wait and call in your chopper support once you've planted the bomb. The enemy team will never stand a chance.

Oh, hey, enemy team! Here's how you can stand a chance: When you're on the defending team, split your resources and use good communication. Split your team into two squads, and try to have a 2:1 ratio of Defending Attackers to Homeland Security in each squad. Initially, your Homeland Security guys should set up Claymores in strategic spots as quickly as possible, either en route to the bomb plant spot via the enemy base, directly around the plant spot, or both. Your Defending Attackers should move up ahead to fend off the incoming attack. Once everyone's in place at each plant spot, use communication and UAV support to tell each other where the bomb is being taken. Then maneuver one squad behind the attacking team to meet up with your other squad, and sandwich the attacking team. This is a great tactic, especially if you can call in an airstrike to protect one of the plant spots.

This tactic can be altered to use some long-range snipers. Have a couple of players load out with sniper rifles and camp some distance from each plant spot. You can replace one Defending Attacker in each squad with a sniper. The snipers should scope in on the plant spot and wait for the enemy to breach in and start to plant the bomb before firing. Be mindful that you don't respawn. Snipers should consider running with the Overkill perk instead of Stopping Power or Juggernaut, so they can carry an additional primary weapon and assist in the possible assault of the enemy base.

Add a silencer to both your primary weapons and side arms, and change your perk two to UAV Jammer. This will enable your team to remain hidden from scans and noise violations. Chances are, the enemy team will be looking for who's where on your team to decide which spot to plant the bomb, so become invisible and pick them off as they walk right up to you. You don't need to split your team into squads all the time; hover between the two plant spots and be ready to move to one or the other at any given moment. This will double your forces and help you to more easily eliminate the enemy while remaining invisible on radar. On some maps, smoke makes it easier to see when enemies are coming. Have all members of your team pop smoke in a line across the map a bit farther back from the plant area, and wait. The smoke will create a wall of white, so your eyes can focus on any movement.

With the right map, the right combination of weapons, attachments, and perks is lethal. It's a lot to think about, but it'll get your team more points than the opposition. Don't forget; there are 10 levels of Prestige. Public rooms have some other options, such as Team Objective, which rotates between Domination, Headquarters, Sabotage, and Search & Destroy. This is great because it breaks up the monotony of Team Deathmatch rooms. There are plenty of points to be earned in all modes, so don't worry about not getting as many points in certain ones.

Team Tactical, for instance, consists of smaller matches and rotates through Team Deathmatch, Domination, Headquarters, Sabotage, and Search & Destroy. Team Hardcore gets a little hairy. Featuring only Team Deathmatch and Search & Destroy, it gives you a limited HUD, turns friendly fire on, and increases everyone's bullet damage. This is about as close to real life as you can get without making the game unplayable. Try it and watch the pace of the game slow down to tactical speed. No one wants to die, so be careful!

Hardcore, Old School, and Cage Match Modes

Hardcore matches are pretty much one-shot kills and no random grenades, because friendly fire is turned on. It takes good communication with your team to win in this mode. You can't see your buddies on radar, so make sure they're not standing where you're throwing grenades.

Then there's Old School mode. OS consists of Free-for-All and Team Deathmatch, and there are no classes. Everyone starts out the same, and you pick up your weapons and perks throughout the map. Round the corner, and pow, there's an M4 Carbine! Oh, look, you fell into the Juggernaut perk! There's nothing like the pace of an Old School match. You can jump higher and have increased health. Oldcore mode? Just like Old School mode, but with the limited HUD from Team Hardcore mode and extra bullet damage. Get ready for some epic knife fights!

The last mode we'll cover in this section is called Cage Match. Cage Matches are Old School-based, with no classes. All of your weapons and perks are pickups on the map. Throw your recruits in with each other and see what happens. Two men enter, one man leaves!

CALL OF DUTY
INFINITE WARFARE

Basic Training

Tactical Basics

This section covers everything from teamwork and communication to formations and infiltration techniques. We'll get into sniping tips, flanking, camping and assaulting tips, and everything in-between.

Communication

Communication is key in any team-based online game. Make sure everyone knows what they're doing, not only beforehand but during matches. Hook up with your teammates via messaging services like VOIP or instant messaging before you begin a match, and designate who will be doing what. The last thing you want is a team full of snipers on a close-quarters map. Have some kind of hierarchy and create a chain of command, if even just for one match. You need to know who to listen to, or else everyone will just get in each other's way. Consider something like a bulletin board system to plan upcoming matches or tournaments. There are plenty of free services on the Internet.

So, you've got your external comms down. Now let's talk about in-game communication. No matter what map or mode you're playing, keep an open line of communication at all times. Be clear, concise, and detailed. Make sure the intel you're giving can be understood by everyone on the team. "There are three guys over by me!" is a worthless piece of information. Your teammates don't know where you are if you don't tell them, so they can't come help you. All they know is that there are three guys grouped together somewhere on the map, and that you'll probably be dead soon.

"I've got three on the east side of the crash site." This is much better intel. Everyone knows which way is east, and everyone knows where the crash site is. Now your teammates can eliminate the threat and help you out. Letting your players know that you'll be switching classes is good intel as well. If you were the only guy carrying Claymores, your team may have been depending on that and now must adapt.

Don't abuse in-game communication. You don't want to ramble on about the crummy used car you just bought when your buddy is getting killed across town. Keep the mics free for important in-game issues, like how you just owned that noob…

Teamwork

You can't win without teamwork. This includes relaying good intel, like enemy positions or tendencies and who just went down and where, as well as sticking by your buddies and doing the jobs that need to be done. There are many thankless jobs in video games, and we've all done them before. You can't expect to keep a base or a flag if you don't defend it. Sometimes you'll have to sit and wait, and that kind of teamwork is just as important as sticking with your buddy. You need to work as a team and do whatever job the team needs you to do. It might mean camping a domination flag. It might mean rushing out to be a distraction. If your efforts help your team win, you're holding up your end of the bargain.

Don't always worry about how many kills you get. Someone else might kill twice as many enemies as you did, but you could end up with more points. It's all about meeting the objectives. Granted, some objectives only consist of killing people, but that takes teamwork too. You're not a one-man band. You'll need the help of your team on most occasions.

Work with your teammates to come up with a good range of perks. You may not need to have three guys with Claymores or RPGs. It's a good idea to have a couple of people specializing in certain tasks for redundancy. You'll have to swallow your pride from time to time and be the flash grenade guy or the smoke guy, but it's all for the good of the team.

Working in groups will increase your chances of winning firefights against groups smaller than your own. Make sure everyone is paying attention to the task at hand and focused on the primary objective, whatever it may be. If you have a three-man squad that has a wingman team pinned down, organize a breach and finish them off. You don't want to go in one at a time. Two players can lock down a building pretty well, and unless you storm in with more targets than they can acquire, you'll be target practice.

Squadwork

A squad is a small group of players working as a team within a team. If you're in a 12-player room and have six players per side, you can create two squads of three, three squads of two (wingman teams), or uneven squads like a four-man squad and a wingman team. You'll have to decide how to divide your team based on the mode and map.

Two three-man squads work great for everything from Team Deathmatch to Search & Destroy and Domination. For instance, in a Domination match, you can send one squad out to take and defend the first flag, while the other squad heads out to capture and defend the central or enemy flag. This will give you a solid force at two flag locations, forcing the enemy to come at you with more players than they may want to.

How about three wingman teams on Headquarters matches? While one team makes for the initial HQ, the other two teams can circle around the back of the map and come up behind the enemy. Keeping three teams mobile on a map like Headquarters will maximize the chance of your team being closer to one of the randomly selected headquarters than the enemy.

Sometimes you only need a little bit of help, so calling in just one wingman team is a great solution. This leaves the third wingman team free to go about their business.

Search & Destroy matches can benefit from a four-man squad and a wingman team. Set it up like this: Send out your wingman team to smoke their way to one bomb-plant area and make noise. Have them load out with LMGs or grenades, Bandolier perks, you name it, but have them make as much noise as possible. At the same time, the bomb carrier is in the squad of four. This "fantastic four" should smoke their way to the other plant area simultaneously, but run silent (UAV Jammers and silencers recommended). The squad of four will provide additional protection to the bomb carrier, and if needed, the distraction wingman team can assist. Hopefully the enemy will fall for your distraction at least once.

Remember that squads are just smaller parts of the big machine. They should come together whenever necessary to overcome any situations that a single squad can't handle. Flow like water in and out of formations and duties whenever needed. Every squad makeup has its own advantages; you just need to do your research beforehand and decide which configuration will best benefit your team.

Sniping

Hold your breath and be patient. On some maps, selecting a sniper rifle as your primary weapon will give you a good uniform like the ghillie suit, but you'll want to use some additional items when setting out to snipe.

One big perk is Claymore x2. When you're sniping, it's usually from an area where you can't see everything coming toward you. Whether you're on a roof or a grassy hill, someone will find a way around you. Set up your Claymores in places like the tops of ladders if you're sniping from the rooftops, or the entrances to a room if you're shooting out a window. Place them far enough apart that one grenade doesn't set them all off.

The Bomb Squad perk is another fun addition to a sniper's arsenal. Once you get set up in your perch, scan the area for enemy explosives and snipe them to pieces. Combine this with the Deep Impact perk to dispose of any unwanted explosive materials behind cover.

Another great perk for a sniper is Overkill. This allows you to carry two primary weapons. Use this when you want to snipe for a while, and then hit the ground running with your assault rifle to help the team in some building-to-building fighting.

Snipers can also greatly benefit from the UAV Jammer. Don't you hate when you find that awesome spot, but then the enemy calls in a UAV and you're caught in a volley of grenades? Use the UAV Jammer to hide from enemy radar scans.

Of course, we can't leave out the good ol' Iron Lung perk. This lets you hold your breath for longer periods of time when sniping. This is a great perk after a few cups of coffee.

Your perks should be based on the map and the style of sniper you feel like being: stealthy, mobile, patient, etc. Be patient and aware at all times. Sometimes you'll sit and wait for what seems like forever, but then you see your target and pow, right in the kisser.

When you find a good spot that the enemy seems to be frequenting, take notes. Watch where they enter and leave, watch how fast they run through, and check where their heads are when they're running through your scope. Line up your crosshairs with something in the background, so the next time they come through, you can put your crosshairs on their level and wait for them.

Sniping is a bit of an artform, so practice and be patient. Sometimes a sniper needs to wait for that one headshot, but sometimes even a shot in the leg will slow down an enemy enough for your ground-pounding buddies to finish him off.

Ground-Pounding

Ground-pounding, or running-and-gunning, is key to success in *Call of Duty 4: Modern Warfare*. Whether your team is running solo, as a mob, or split up into squads, each member must be proficient in the ground war.

The most efficient ground warriors know their surroundings, their limitations, and their enemy. Learn your surroundings and study your satellite maps of the area. Scout the area, and find out if you'll be fighting in close-quarters combat or from building to building. This will help you plan your loadout before entering. Don't select a sniper rifle and Claymores if you expect to be running from building to building, because they won't do you much good. Instead, choose an assault rifle, shotgun, submachine gun, or even an LMG. Each of these weapons excels in different areas and for different reasons, so be sure you know your role and your location before choosing the best weapon for the job. Submachine guns and shotguns are ideal for close-quarters battles, while LMGs and assault rifles are better suited to open incursions where you may need to take out a few enemies from medium range.

Sniper classes are not out of the question. Sometimes you need them on your team. Just be sure they run with the Overkill perk and can carry a second primary weapon, like an assault rifle or submachine gun.

Almost all of the available perks work great for ground-pounders, but maximize your efficiency by choosing the right combinations of perks and weapons. The Frag x3 perk is a great choice for run-and-gunners. Save these for when you know someone's camping in a building and you want to blow them out, or heave them in a walking spread to push back an enemy advance.

Consider the Bandolier perk as well. This will give you additional magazines for all of your weapons. Being on the ground, you don't want to run out of ammo, especially if you get pinned down and need to shoot your way out.

In the second set of perks, you'll have to make some tough decisions. Stopping Power is better suited to medium-range shooters, to maximize the one-pop shots they take from time to time. It also helps finish off enemies in CQC situations faster than normal, and it conserves ammo. Juggernaut helps keep you alive longer than the enemy. Sleight of Hand minimizes the time you spend reloading, which is key in firefights. Double Tap increases the fire rate of your weapon, and that's always a good thing. If you decide to run with Frag x3, consider carrying the Sonic Boom perk from set two as well. This increases the explosive damage of your grenades. Since most ground-pounders are looking for kills, try Extreme Conditioning from perk set three to get you from kill to kill faster, or Last Stand or Martyrdom.

We know how you run-and-gunners hate to die without taking someone with you. For you Captain Solos out there, your best chance at killing the most enemies is to be smart and know your map. Study the satellite data provided in this document to locate hot spots and areas of engagement. You also need to practice. It's the only way to really learn the dynamics of each map. Find out where enemies like to go, how they get there, what they do when they get there, whether they snipe, hide behind the couch, go prone, etc. All of this intel will help you eliminate them more quickly. Play smart and come around behind them. Toss grenades into their camp when they're not expecting it. Light them up on UAV sweeps and see where everyone's hiding out or moving. The more you know, the less they'll like it.

Maneuvers

The following section discusses how to position yourself against the enemy to create an ambush, flank, assault and camp, and more. Consider everything, from the mode, to the map, to how many players you have at your disposal.

Let's look at how to set up an ambush. The ideal situation is to set up somewhere close to where you begin, so you have time to coordinate your team. Look at your satellite data and find the best place to set up. Look for chokepoints (areas where there's nowhere else to go but through that point), which are usually streets or buildings, but can be something like a field. You can force the enemy into chokepoints by herding them with explosives and gunfire.

Let's assume you have two chokepoints to cover. You know the enemy will be advancing through at least one of these points, if not both. Split up your team as necessary to cover each chokepoint. Place a long-range rifleman at each one to get the drop on the enemy advance. Set up Claymores, C-4, or even a light machine gunner lying prone under cover to seal up the chokepoint.

One of the keys to setting up a successful ambush is timing. Wait until the enemy thinks they've broken through the chokepoint, and then assault them from every side all at once. Another advantage for your ambush team is to combine the UAV Jammer perk with primary weapon silencers. Your whole team will be invisible. The enemies won't know where you are, and if they come in one at a time, they'll never know where the kill shots are coming from. Remember that patience is important.

Flanking is a huge part of *Call of Duty 4: Modern Warfare*. Most battles take place head-on in the center of the map. You could just run right into the fray, but the smart, opportunistic player looks for ways to stay alive the longest and eliminate the most enemies while achieving objectives. There's almost always a way to get behind your enemy and surprise him with a humiliating knife in the back. Refer to your satellite data and look for ways to navigate through any particular map. Check for building hops, like windows, doors, stairs, etc., that allow you to move from building to building without having to expose yourself in the open. Have your knife ready to cut your way through, because you may encounter an enemy sniping or camping one of the buildings you're trying to traverse.

Once you've successfully navigated your way through the buildings, make your way behind the enemy and go silent. Use your knife, Dead Silence, or UAV Jammer to become the invisible hand of death. Also, look for alternate ways around the main confrontation areas, such as behind buildings, through trenches, bouncing from cover to cover, and especially underground tunnels and even some rooftops. These will all be located on your satellite pics, so take some time to really look at them.

Sometimes you need your entire team to successfully pull off a flanking maneuver. Try sending one player around the left side to flank, while another player moves around the right flank. The remainder of your team should cause a ruckus in the center of the engagement area with smoke and grenades. LMGs are good for this, and the Frag x3 perk as well. If your flankers are running with silencers and UAV Jammers, and your main team is making enough noise to wake the dead, your flank team can thin the herd for the rest of your team.

Camping

You either love camping or you hate it. Either way, it's part of online life. Learn to do it right, and then decide when and where to use it. You may think it's silly to camp in a Team Deathmatch game. It's not. You can frustrate your enemy into doing stupid things, and it's a great way to build camaraderie among your teammates.

First, find a good place to camp out. Look for buildings or areas that have the fewest number of entrances. Chances are, you'll have to cover at least two entrances. Always scout the area for windows that enemies can lob grenades through, or holdouts that are made of plywood. The enemy can shoot through plywood, so don't hide behind it.

Once you have a nice little hideout, split up your team to cover all the entrances. Make sure you put your backs to the walls and your fronts to the entrances. If you have enough manpower, try to set up redundant crossfire on the entrances. Think of an upside-down V, in which you and your buddy are the two ends and the entrance is the point. Both of you should be firing at the entrance. Depending on which weapons you have, you may need to alternate fire.

If you know you have to hold off the other team for a certain amount of time, have one of your crossfire team members fire off his whole clip at the entrance. Then you fire off yours. Keep alternating in this fashion. With a steady stream of lead coming out of that entrance, no one is going to come in.

Watch for grenades, and be ready to relocate or fall back. If you're in a three-story building and your first-floor team is getting overwhelmed, have them fall back, or in this case, fall up. Don't forget to use things like C-4 and Claymores. Put them just outside entrances, or just inside, as long as they won't blow up you and your buddies.

While your first-floor team is holding off the enemy, have your upper-level players peek out the windows or balconies and pick off any enemies who aren't looking up. Drop grenades on them for fun, but be careful that they don't accidentally bounce back into your first-floor team.

Watch and learn. You've had enemies camp on you before, and you probably didn't like it. That's because it worked. Take notes on what they did right, and work that into your own camping tactics.

Formations and Assigned Positions

While formations and positions are used frequently in real-life military situations, they're not normally used in online gaming. But they can be a great tool in your box. When you're running in squads, you don't want to run in a straight line and give enemy snipers an easy target. Practice advancing in a wedge formation. Imagine a V, with the point of it being the tip of your assault spear. While moving, your point man can clear the way ahead, while the two players on either side of him can get a wider field of vision and clear a much wider path in front of your squad.

There are many different formations you can experiment with, and the best configuration will depend on your terrain and number of available players. Remember to always keep your spacing so that a single grenade won't eliminate your entire team.

Assigned positions are more for sports than video games, right? Nope! You can make them work to your advantage. Think of a hockey or soccer team. You've got a forward line, middle linemen, and defensemen, and all of these positions work together to win the game. Depending on the number of players on your side, try to divide everyone up into positions based on their strengths. If someone's good at camping, put them on defense. If someone's good at assaulting, put them on offense. If you've got a six-man team, put three players on offense (forwards), two players on defense (middle linemen), and one guy as a full-on defenseman. The forwards should set up as a right wing, a left wing, and a center. Their job is to move forward as a line and assault the enemy. The middle linemen should adjust constantly based on what the forwards are doing. If one of the forwards falls, bring up a middle lineman to fill that spot until the fallen forward can respawn and come back. The middle line should move up to assist when needed, or move back to help defend, but should always position themselves between the forward line and defensive line. Your defensive line must tell you if they need help at any time, so your middle linemen can fall back to help. Communication is a must when playing positions, so that you can tell your team you've lost someone on your forward line and need a replacement.

Positions can be a formidable force because they're wave-based. Once your forward line pushes up far enough, your middle line can push up as well, including your defensive line. Now you've got your whole team pinning down the enemy in their base, and that's not fun for them. Experiment with different numbers of players on each line, and see what works best for you on different maps.

Infiltration

Of course, you can infiltrate an area via stealth tactics and perk combinations, such as UAV Jammers and silenced weaponry, but let's get into tactical breaching of buildings and similar areas.

Let's say the enemy has taken up residence in a three-story building. You know they'll have people watching out any available windows and on the rooftop, so you have to watch all of these areas when you're getting ready to breach. First you'll need some flash, smoke, or stun grenades, so consider the Special Grenade x3 perk. Additional items to bring along include a grenade launcher, Frag x3, Deep Impact, and even Martyrdom. All of these things will aid you in getting into the building and taking it over.

Stack up your team just outside the building, but clear of any firing lines. Be wary of enemies in windows dropping explosives on your head or jumping off the roof and coming around behind you. If you find a mass of enemies on a roof and you just can't get a good shot or get your grenades up there, call in an airstrike.

Once you're stacked up, someone pop flash, and have a buddy follow it up with a stun grenade. If you hit someone with a stun grenade, your crosshairs will change from a + to an x, letting you know they've been stunned. This is a very handy tip when breaching. If you don't see that x, toss another stun. When you've deployed both flash and stun grenades, move into the building in teams of two, but stagger them. Don't run in one after the other, or you could be taken out by Claymores or a steady stream of LMG fire. Nobody wants that.

Okay, that's the tactical, practical approach. What would Rambo do? He'd just run in there with a knife and a snarl! But you're not Rambo. Sorry. Try grabbing the Deep Impact perk and a SAW LMG. Grab your Frag x3 or RPG-7 x2 and Sonic Boom, and just unload on the building until you think it's full of dead people. When you're tossing grenades in there, line up your toss and try to bank it off windowsills, ceilings, and doorjambs. If you practice and get good at it, people will think you're cheating.

So you basically have two ways of getting into a building: the tactical blind-and-rush way, or the "blow it all to hell and see who's left" way. Both are effective if done correctly. Good luck, and remember that once you've evicted the building's tenants, you're free to move in!

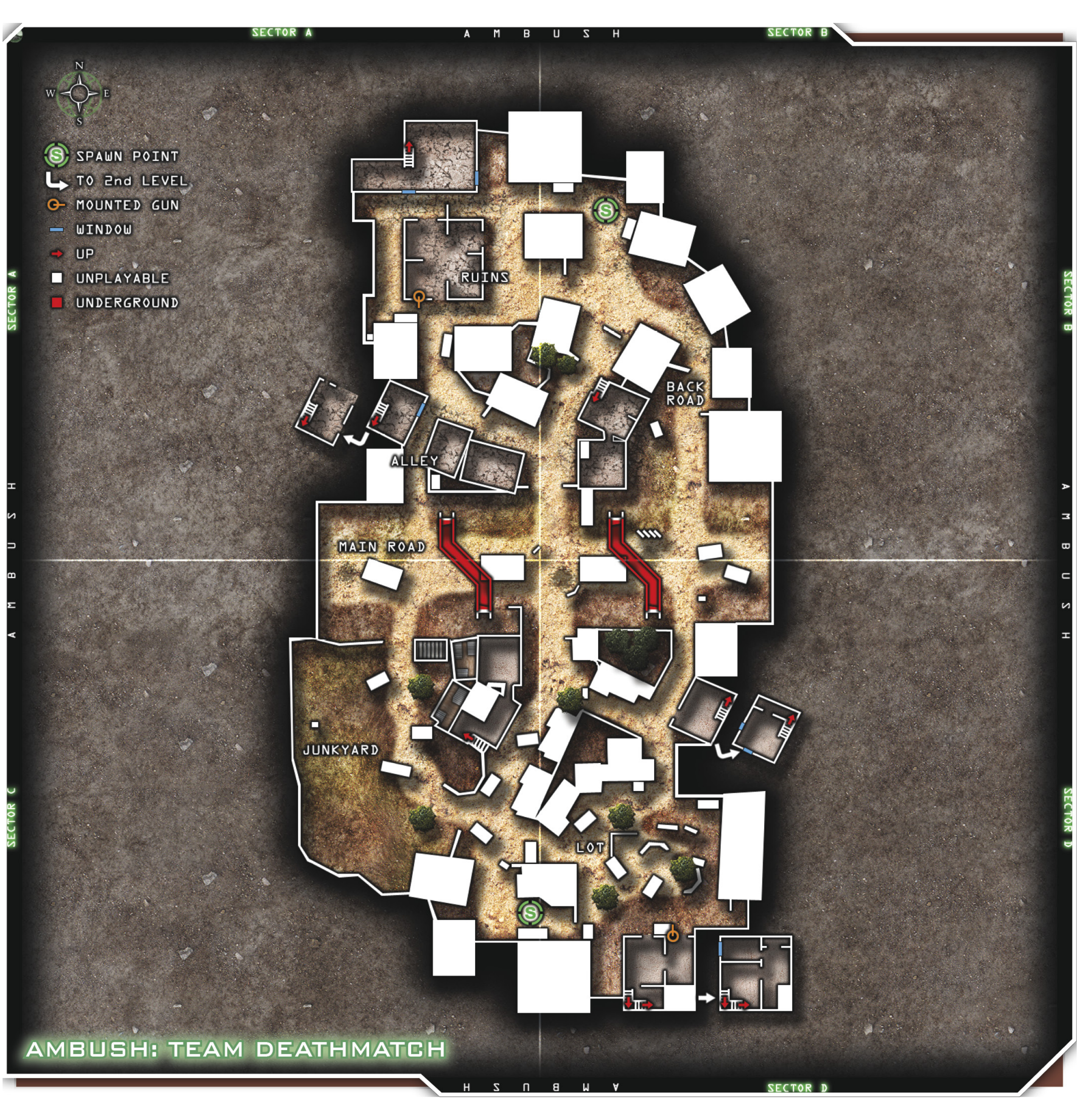
SEA SNIPER TIP

Never stay in one spot for too long. If you kill someone, you should almost always relocate. They'll know your position when the screen cuts to the kill cam.

PRIMA GAMES

CALL OF DUTY INFINITE WARFARE

Map Tactics
Ambush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AMBUSH: TEAM DEATHMATCH

U.S. Forces vs. OpFor. This is an urban desert town divided horizontally by a main road, on which a convoy has been destroyed. The northern side is a shanty town, while the south side is constructed of sturdy materials and offers more stable cover. There are two drainage pipes running under the main road that run south to north.

These loadouts will help you remain unseen, cover your advance or retreat, watch your back, and get where you're going quickly. For the more mobile players, choose the Basic Assault setup. You'll have plenty of speed to sprint across the road, smoke to distract or cover your movement, the UAV blocker perk so the enemy can't see you on radar, and 3 frags to help evict tenants from buildings.

The Stop and Snipe custom class setup is more for the semi-mobile sniper who likes to hang out for a while and snipe before relocating. By selecting the Overkill perk, you can carry an additional primary, so choose an assault rifle. Bring Claymores to watch your back while you snipe from the rooftops, and use Smoke and your Extreme Conditioning perk to get to a new position.

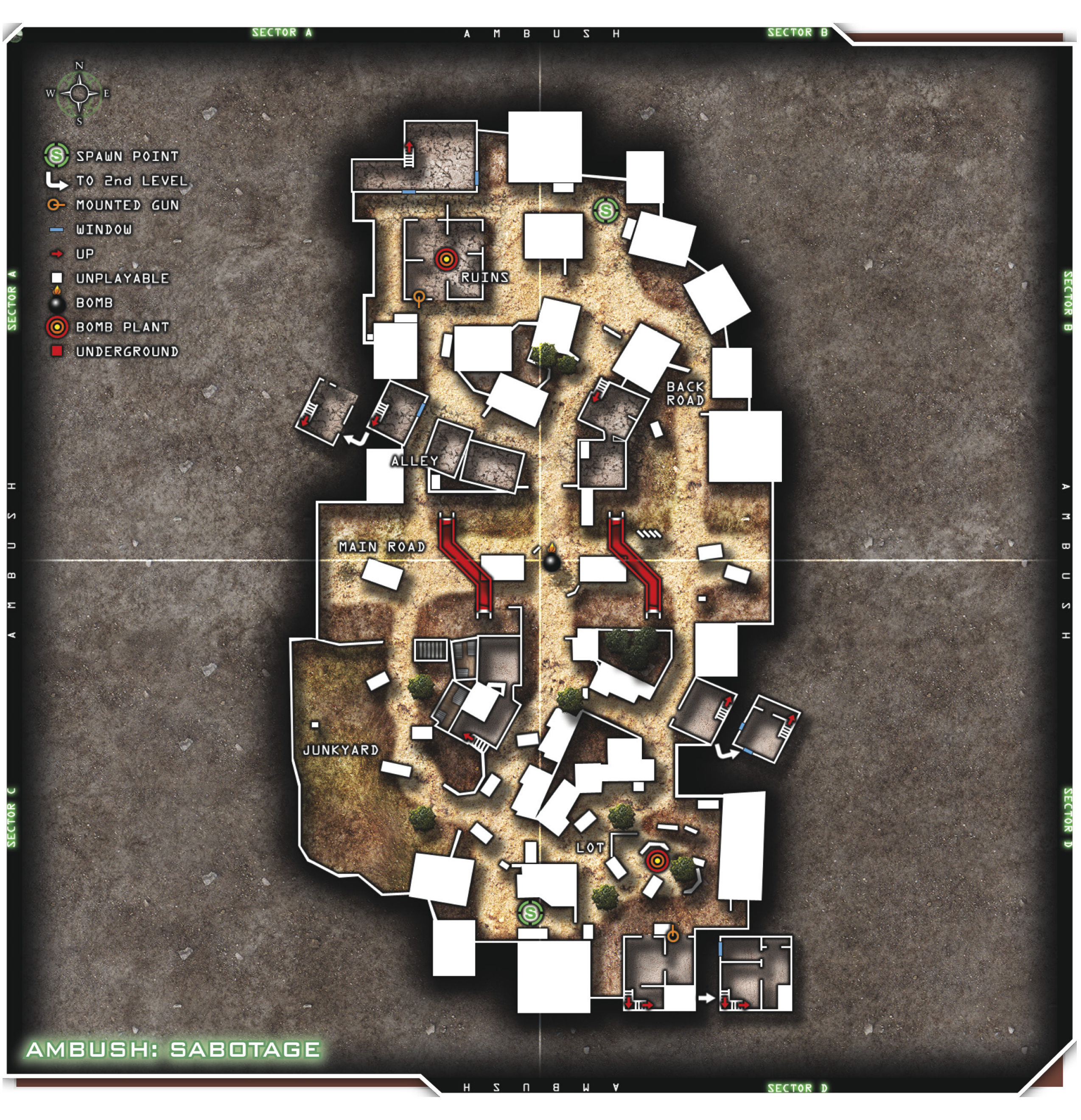
Suggested Loadouts

Basic Assault

Slot	Name
Primary Weapon	G36c
Notes/Attachment	ACOG Scope
Side Arm	M1911
Special Grenade	Smoke
Perk 1	Frag x3
Perk 2	UAV Jammer
Perk 3	Extreme Conditioning

Stop And Snipe

Slot	Name
Primary Weapon	G36c
Secondary Weapon	Barrett .50 cal
Side Arm	M1911
Special Grenade	Smoke
Perk 1	Claymore x2
Perk 2	Overkill
Perk 3	Extreme Conditioning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AMBUSH: SABOTAGE

Tips & Locations

The main road is where most of the action takes place, so use the two underground tunnels just north and south of it. These are great places to plant Claymores as well. Set up a crossfire by putting one player at each end of the main road, on the east and west ends, and on opposite sides of the disabled vehicles. If they can find some good cover, they should be able to help thin the herd. The tunnels are also good places to plant C-4. Set some at the exits of the tunnels on your team's side and watch them from a rooftop. The stranded tanks on the main road can also offer cover. Try lying down on the front of one of the tanks while picking off enemies with an assault rifle and an ACOG scope. But be careful, because the fire on the tanks is lethal.

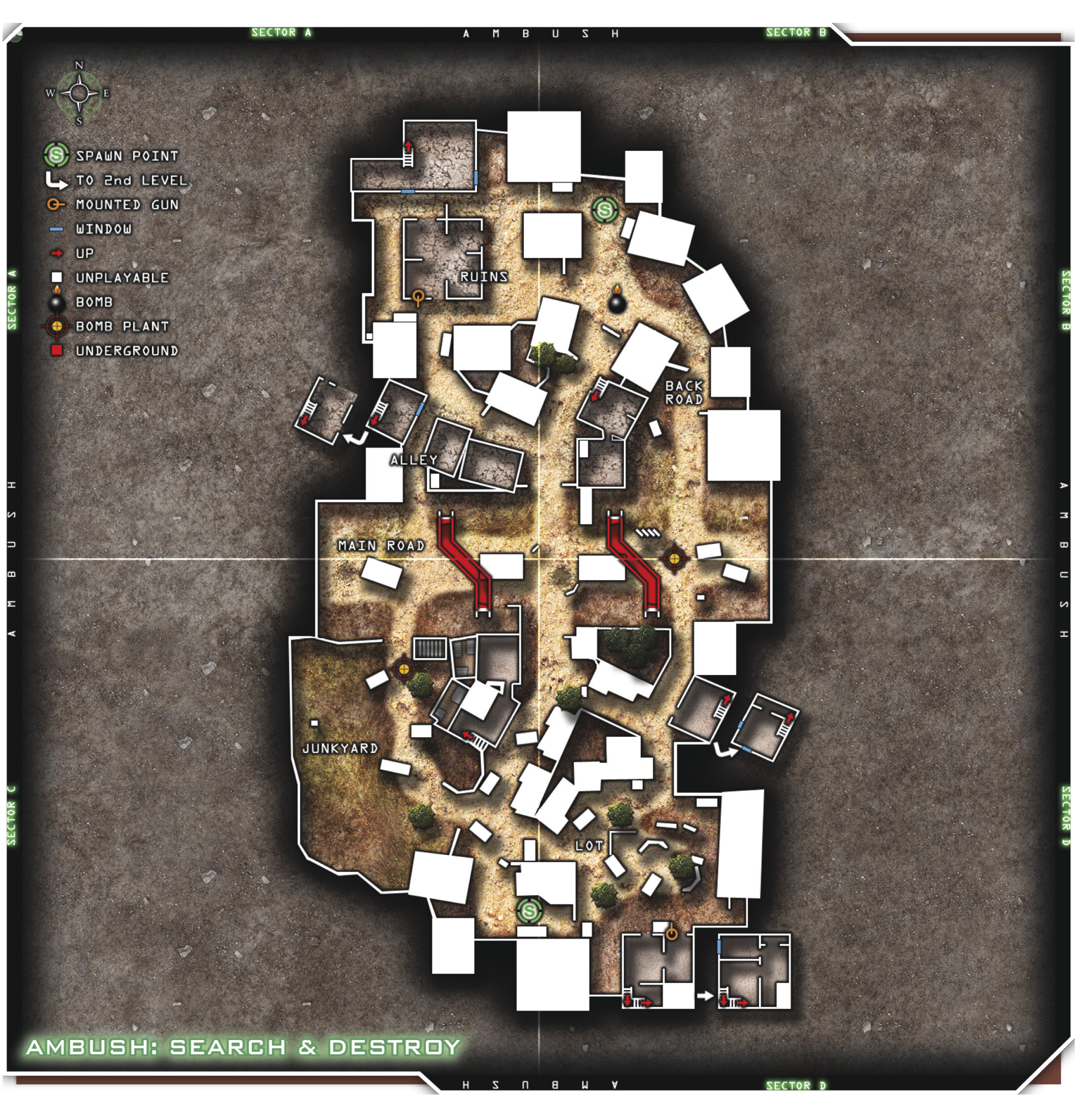
Getting across the road can be tricky. Try using smoke to either distract the enemy or mask your advance. Use Extreme Conditioning to sprint all the way across and get to safety.

The rooftops throughout the map offer you some great vantage points from which to shoot. Plant your Claymores at the tops of the ladders or stairs to the roofs, in case the enemy tries to sneak up from behind and knife you. Remember to keep your knife handy when you're maneuvering through the buildings and alleyways on either side of the road. You never know when you'll round the corner and bump into an enemy. You'll find many craters in the ground from mortars. Use them as cover when nothing else is available, or use them to hide in plain sight with a

UAV Jammer and a silencer. Enemies will run right past you if you conceal yourself correctly and don't move.

Grenade launchers are a good choice on this map, because you may not be able to throw your grenades as far as you can launch them. Use the grenade launcher to fire precision shots that might not be possible with hand grenades. Throw in the Sonic Boom perk to maximize explosive damage. If you don't take the grenade launcher attachment, you can take Frag x3 and carry three grenades. Take the Sonic Boom perk for your second selection, and use your grenades to clear a path wherever you need to go. Walk them back or throw them in an arc from left to right to clear out an entire area in one volley.

Since this is a fairly open map, let your snipers or long-range riflemen pick off enough enemies to call in a UAV before making your way into battle. This is especially helpful on a map of this nature, because there are so many places to hide and maneuver. Airstrikes work well on this map, as do chopper support calls. Make good use of them, and remember not to double up on your UAV sweeps.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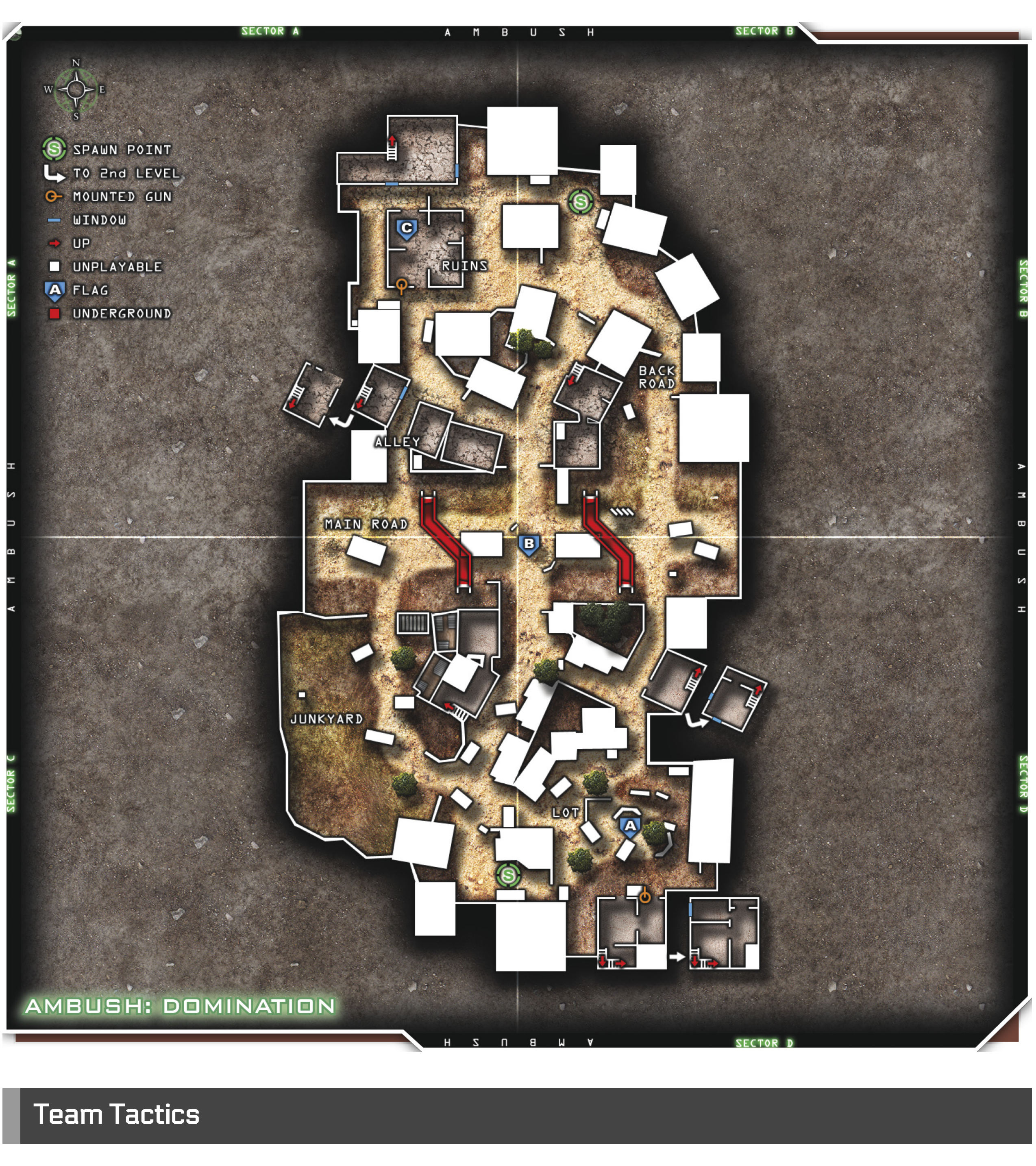
AMBUSH: SEARCH & DESTROY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AMBUSH: DOMINATION

Team Tactics

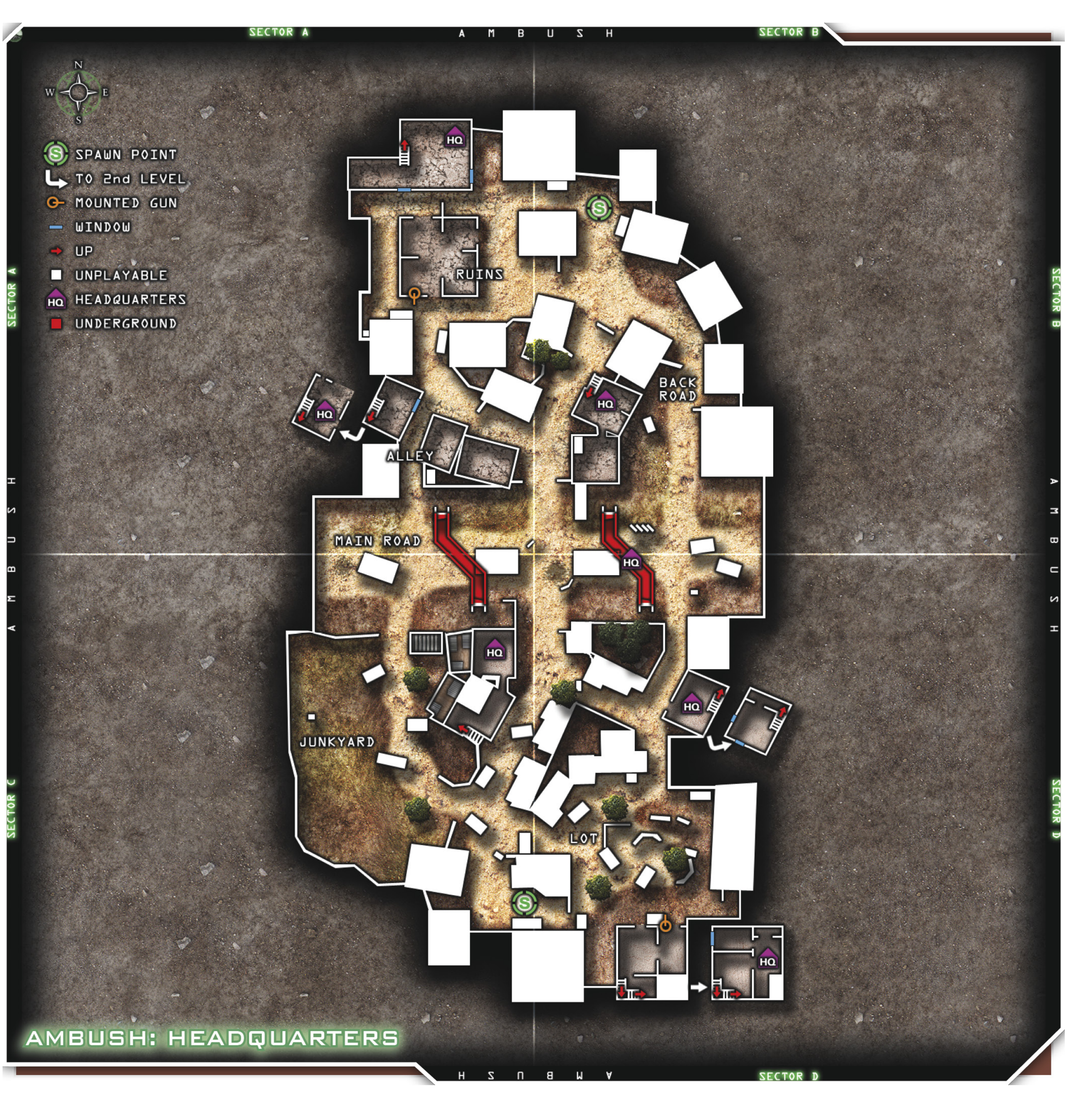
There are many ways to win on this map. There are three main routes across the road to engage the enemy. Let's assume you're running a six-man team. Break up your team into three squads of two (wingman teams) and send them all across the road simultaneously, under cover of either frags or smoke. Once your teams get across the road, they should all proceed along the same routes they took to get across, clearing every building and area along the way. All teams should make their way to the back of the map (enemy spawn) and regroup to work back through the map in a single unit. While clearing rooms, buildings, and alleys, maintain good communication with the other wingman teams, and call them over for support if needed. You can effectively push the enemy out of their side of the map if you do it right.

Once your teams have regrouped, go back the way you came, but choose a side and circle the map. Keep your backs to the outer edges of the map. Maneuver throughout the map, maintaining decent spacing so grenades don't take out more than one player.

Teams can also set up camp in a fortifiable area. You can back into an area such as the Ruins or the Lot, and seal off the chokepoints to those locations. Have your camp team use the UAV Jammer perk and put silencers on all primary weapons and side arms. This will render you invisible on radar and allow you to get off a few more shots before the enemy realizes where you are. If you're camping the Ruins, you may even send one player up to the building just south of Ruins to operate the mounted machine gun on the south-facing wall. This will certainly delay the enemy's advance. Set up Claymores at all chokepoints, and seal off the area. Let some of your snipers or long-range riflemen pick off incoming enemies from the rooftop or windows.

The all-stealth assault works great if you can get everyone to load up with UAV Jammers and silencers. Split into two squads of equal numbers, and smoke the west and east routes on the main road simultaneously. Let the smoke billow up a bit and make your way across. Meet each other at the back of the map, clearing the way as you go. Then regroup and head back through the middle of the map. Make for the tunnels. Always be ready to knife someone who comes up on you too quick. Clear the tunnels and comb the other side of the map before making your way back where you started and repeating the process.

A great way to switch up this assault is to run it once the same way, but then on the next round, pop the smokes in the same places simultaneously, but run as a single unit and circle the map. Continue to rotate through different ways of getting across the road and eliminating the enemy on their turf. Another tactic is to have everyone pop smoke on both sides of the road, and then one at each end of each tunnel entrance. Move through the tunnels quickly and you should still be able to exit under cover of smoke. You'll have to do this in a very coordinated manner, so everyone knows where they need to throw their smoke.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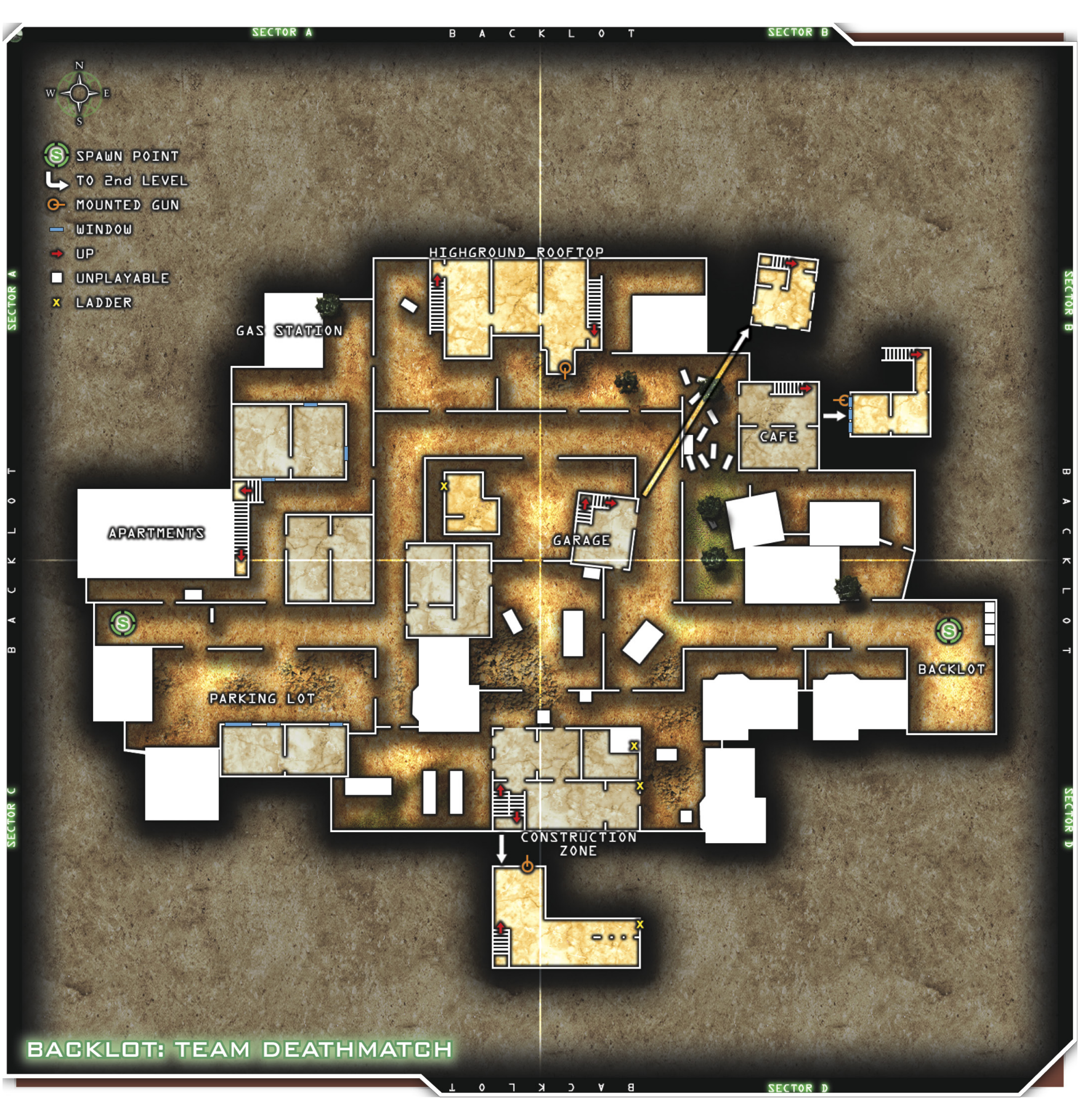
AMBUSH: HEADQUARTERS

CALL OF DUTY
INFINITE WARFARE

Map Tactics

Backlot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GARAGE
PARKING LOT
BACKLOT
CONSTRUCTION ZONE
SECTOR C
SECTOR D
BACKLOT: TEAM DEATHMATCH

U.S. Forces vs. OpFor. This urban desert setting contains many two-story buildings, including the hotly contested Construction Zone. A lot of fighting takes place just in front of it, especially down the north/south streets on either side. There's plenty of cover here, but you'll need a buddy to watch your back.

These are basic suggestions for ground-pounders and snipers. The Basic Assault CCS is great for tooling around and infiltrating enemy strongholds. This custom class setup enables you to quickly acquire targets on the run with the Red Dot Sight, and still lets you fire from the hip with good accuracy from the AK. Use the additional frags to clear out those pesky squirrels hiding in your attic, and if they bite you to death even with your extra health, Martyrdom will finish the job (or at least aid the next gang that tries to come in).

The Sniper class is designed for sniping from the high-ground rooftop of the Construction Zone. Use your .50 cal to pick off counter-snipers and stop the enemy advance on the roads. Set up your Claymores on any ladders and stairs leading up to your position. Use the UAV Jammer to conceal your position, and the Iron Lung to steady your hand for longer periods of time.

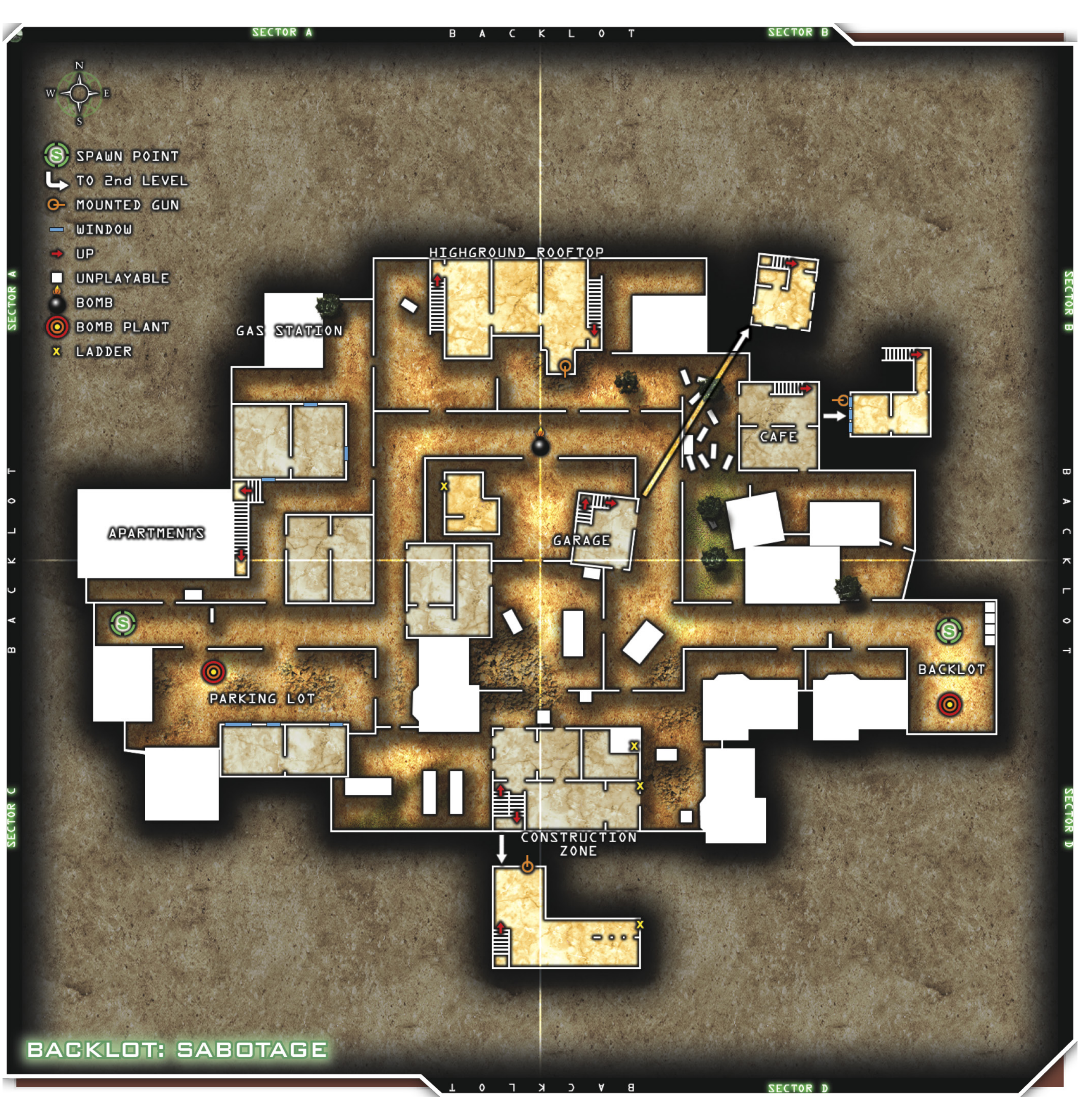
Suggested Loadouts

Basic Assault

Slot	Name
Primary Weapon	AK-47
Notes/Attachment	Red Dot
Side Arm	M1911
Special Grenade	Stun
Perk 1	Frag x3
Perk 2	Juggernaut
Perk 3	Martyrdom

Sniper

Slot	Name
Primary Weapon	Barrett .50 cal
Side Arm	M1911
Notes/Attachment	Silencer
Special Grenade	Smoke
Perk 1	Claymore x2
Perk 2	UAV Jammer
Perk 3	Iron Lung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CONSTRUCTION ZONE
SECTOR C
SECTOR D
BACKLOT: SABOTAGE

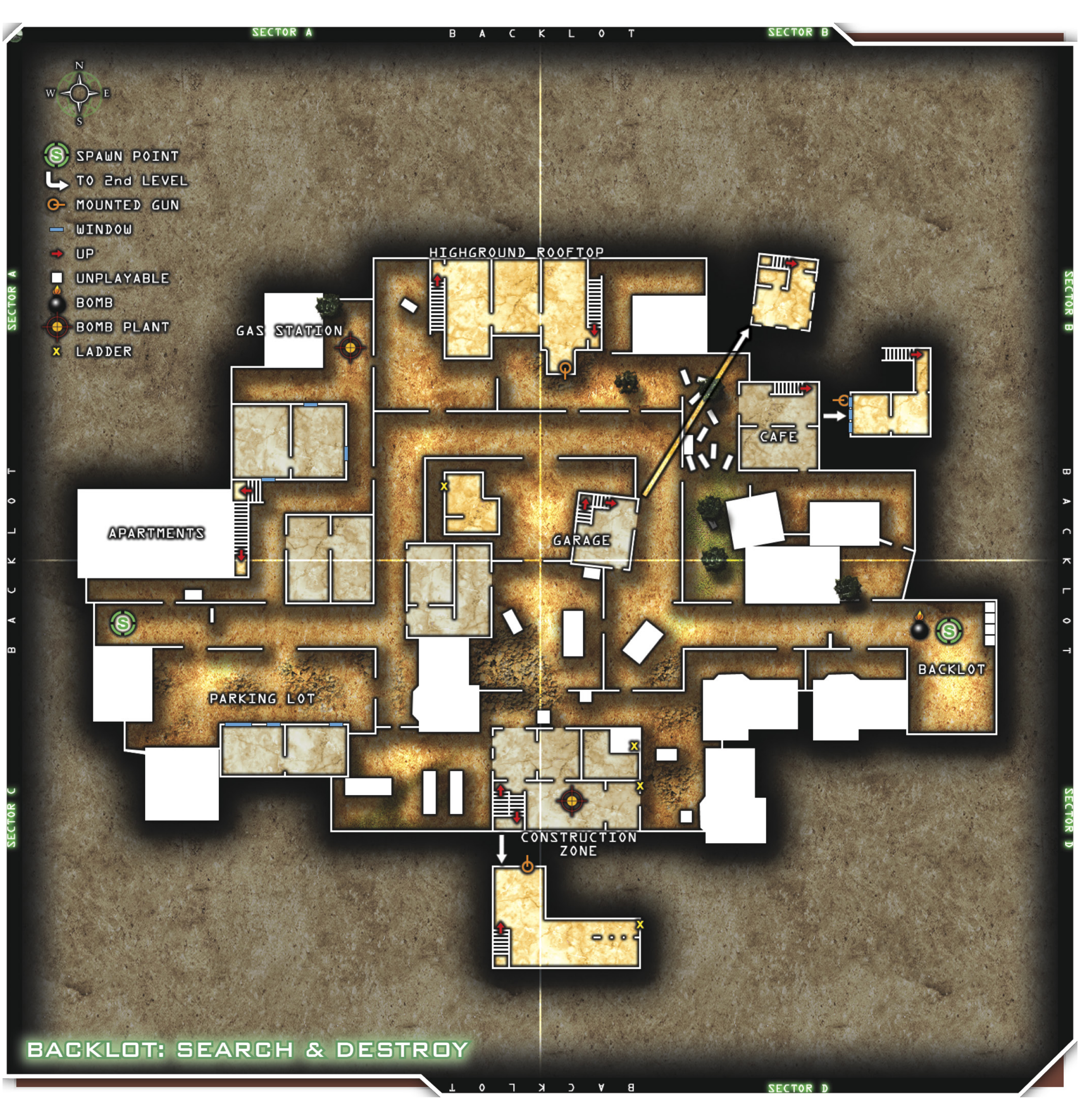
Tips & Locations

Use the rooftops to your advantage. There are several buildings that only offer two-story levels or balconies from which to shoot down on your enemy. These are great spots, but use them sparingly because you'll stand out before too long. There's a lot of cover on this map, so consider ghosting (UAV Jammers and silencers). There are plenty of places to hide even out in the open, such as certain tall grass patches and various other nooks. The two roads in the center of the map, the east and west roads that run north and south, are where most action develops, but try to get a UAV up as quickly as possible. There are so many avenues of approach on this level, and it's easy to lose someone in the alleys and buildings.

Since this map is chock full of rubble, walls, buildings, cars, etc., use motion to detect enemies when UAVs are unavailable. Wait for someone to move before you decide which way you're going to head. Think about using the Eavesdrop perk on this map, because you'll be in fairly close quarters and might hear something useful that you can relay to your team. Try setting up in the Garage in the center of the map, where you'll have a great vantage point on most of the map. Be wary of snipers while you're up there. Don't forget to use Martyrdom on this map from time to time, because there are many things to get hung up on while you're trying to run away from the clink, clink, c-clink...

When playing Domination on this map, note that the Construction Zone offers a great view of the B flag. You can camp the C flag fairly well from inside the building at the parking lot, but most players will immediately look for enemies there. Try waiting for enemies to come in and retake the C flag, and then detonate your C-4. The B flag area in the center of the map just west of the garage can be guarded by one player in each building west and east of it. You can access the second stories of both of those buildings, making it more difficult for the enemy to see you and eliminate you.

In Headquarters, take note of the Café, the Construction Zone, the Highground Rooftop, and the Apartments, and keep teams close to those points when possible. It may be more beneficial to let the enemy capture an HQ and then destroy it, as opposed to losing too many players trying to capture it yourself. Remember that your camouflage, on both your body and your weapon, will make a big difference. Be sure to use flanking maneuvers as often as needed, and try to bounce from cover to cover to avoid the mass carnage on the main roads connecting the high ground rooftop to the Construction Zone.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BOMB PLANT
LADDER
HIGHGROUND ROOFTOP
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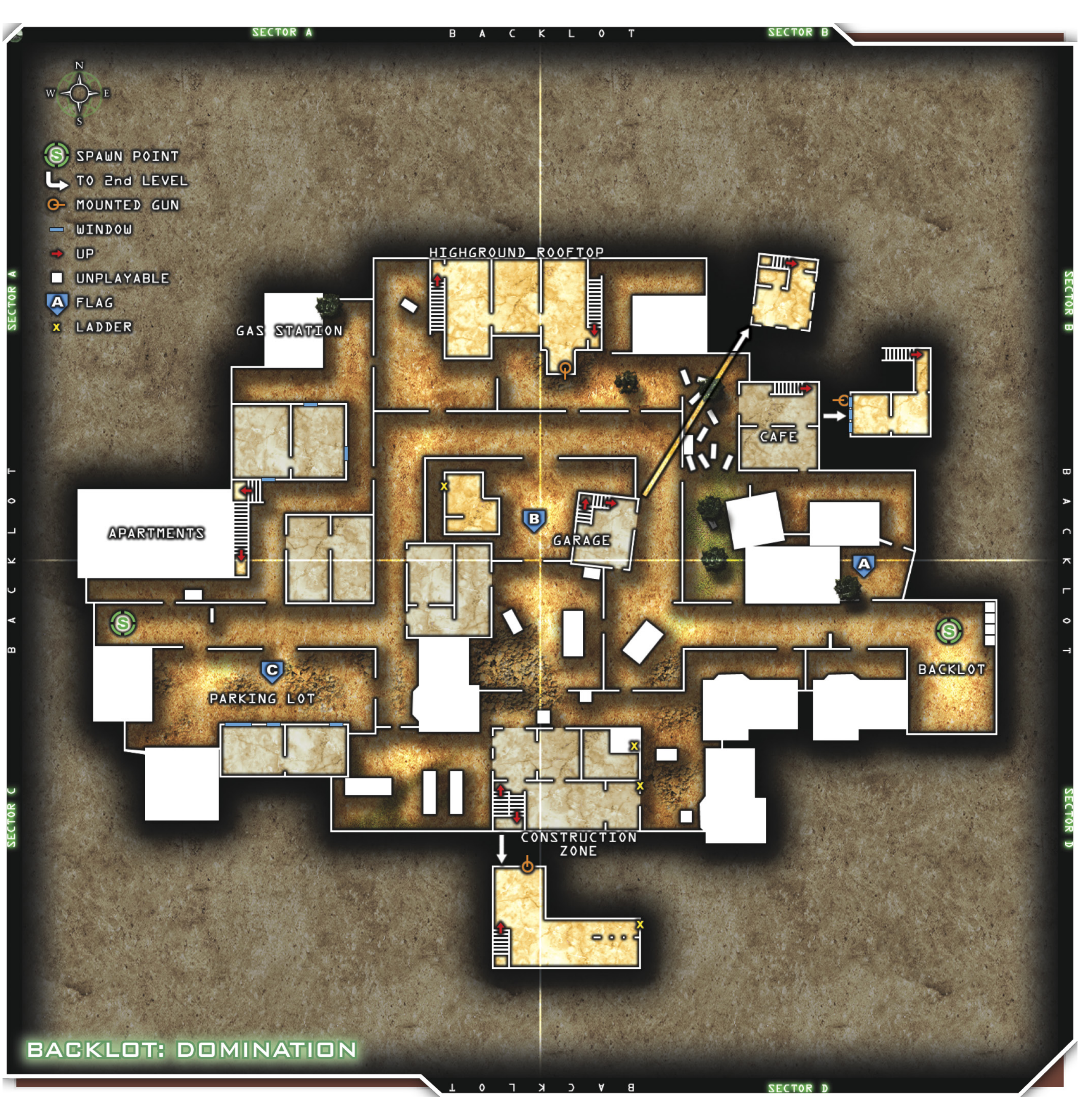
PARKING LOT
BACKLOT
CONSTRUCTION ZONE
SECTOR C
SECTOR D
BACKLOT: SEARCH & DESTROY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SECTOR C
SECTOR D
BACKLOT: DOMINATION

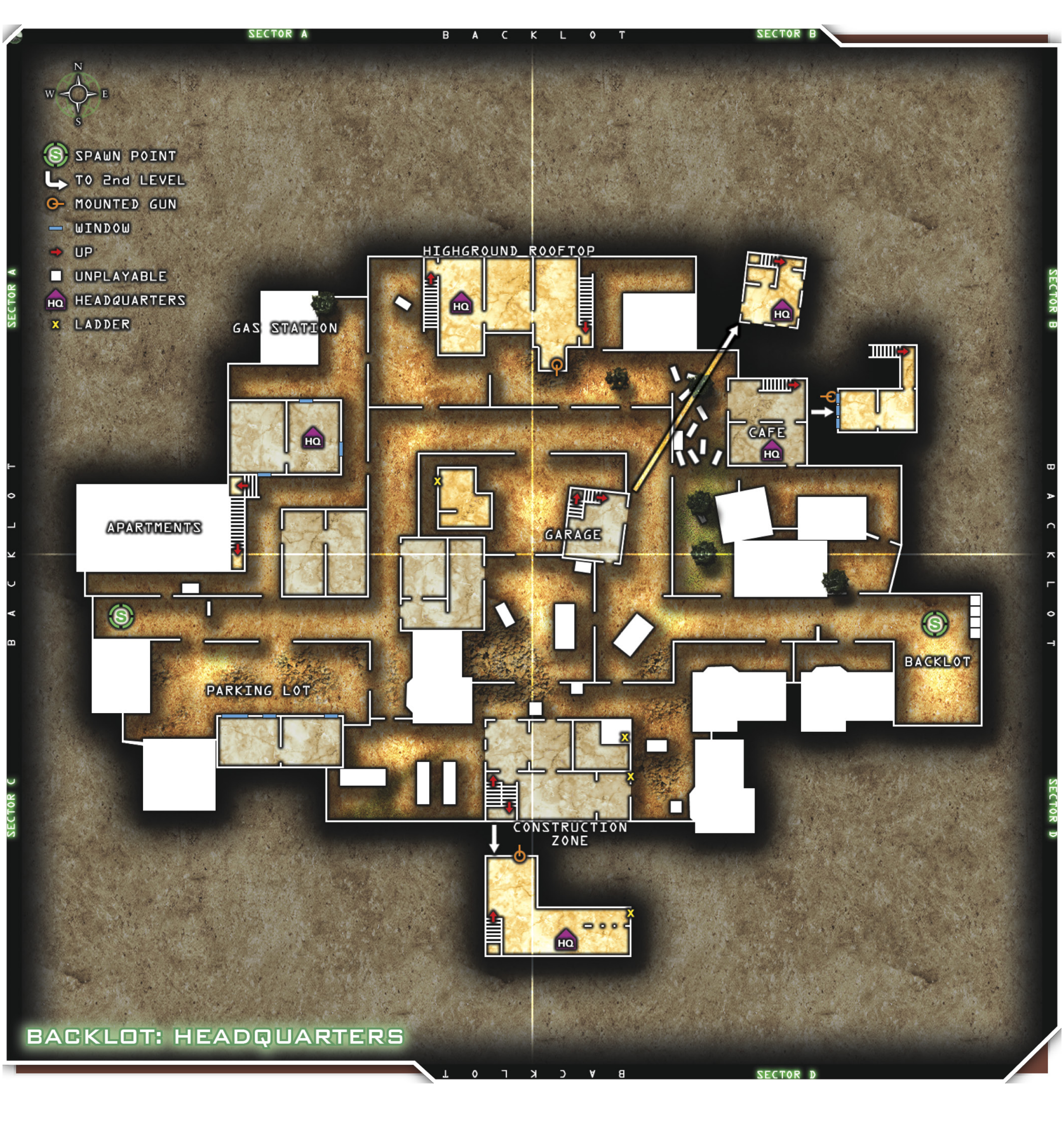
Team Tactics

A solid plan here is to set up at least two snipers with UAV Jammers or Overkill in case they need to help you out on the ground. While your two snipers get set up on the Construction Zone, Highground Rooftop or Garage, Café, etc., make sure they set Claymores to watch their backs (the rest of your team will be on the ground, assaulting either the Construction Zone or the Highground Rooftop). By the time you get the ground team up to the Construction Zone, hopefully you'll have racked up enough kills to call in a UAV. Find out what the enemy is doing before you decide what to do. If they're holed up in the Construction Zone, use your grenade launchers or frags to take control of it. Use stun grenades and Juggernaut or Martyrdom to assist.

Split into two squads of three (assuming you're running a six-person team), and use similar tactics as those described for Ambush. Smoke both sides of the road to mask your numbers and direction. Take one squad up each side and commandeer the building of your choice. The next round, switch it up on your enemies by popping smoke on both sides again but running up one side as a single unit. Be sure someone brings grenades, and blast your way through to your destination if necessary. The Construction Zone is fairly easy to camp if you have a few players in there, so lock it down once you've gained control. Set up Claymores on the bottom level, and then sit up top and snipe.

Ultimately, you want to kill everyone else as many times as possible, right? Try splitting up into wingman teams and take over a few of the smaller buildings in and around the Garage in the center. Try to control the Garage, the Café, and the Highground Rooftop or the Construction Zone to keep a good eye on things. Have a long-range rifleman and a defender on each team. While the rifleman picks off enemies from up high, his wingman can cover his back. This is a great way to cover a larger portion of the map, but it will be difficult for all teams to commandeer their buildings. If you can get only two of your three teams into buildings, either split up your third team or bring one team over to the heaviest action.

Try splitting up your team again into two squads, but this time divide them into four and two. Send the team of two up one of the main roads to make some noise and draw the enemy's attention, while the squad of four moves off to the right to take the Garage. Once your team of four is set, have the other team call them in to sandwich the enemy on the street. Use grenade launchers and Sonic Boom to take out as many enemies as you can with the two grenades you have for your tube. The rest of your team should also send out volleys of grenades if they have them, and you should call in an airstrike at this point. This is a great distraction tactic to throw into the mix whenever possible. Keeping the enemy back on its heels only works in your favor.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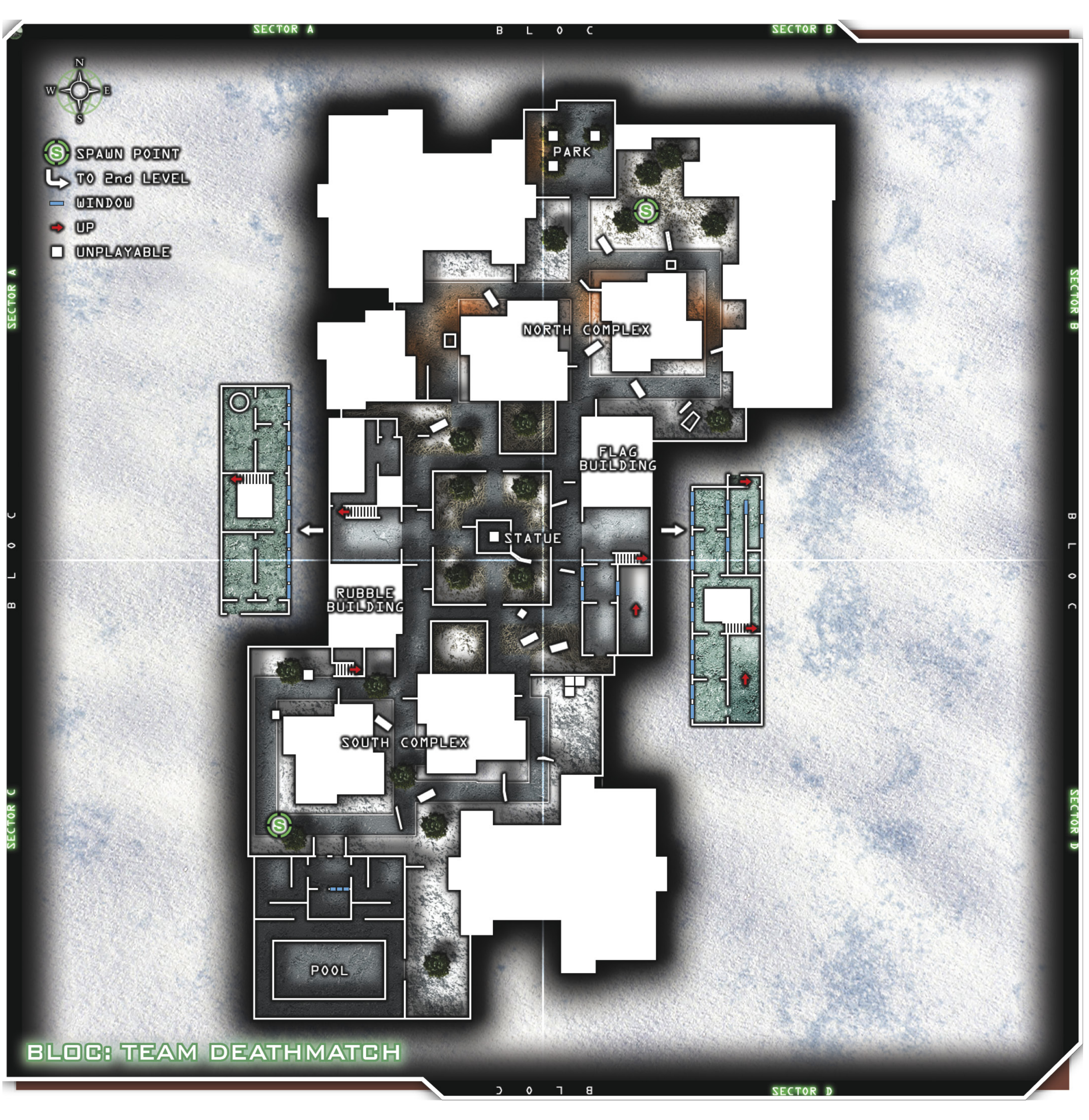
BACKLOT: HEADQUARTERS

CALL OF DUTY
INFINITE WARFARE

Map Tactics

Bloc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SECTOR D
BLOC: TEAM DEATHMATCH

Spec Ops vs. Spetsnaz. This is a snowy, low-visibility complex of apartment buildings. A central courtyard with low walls slows your advance from building to building. Definitely a sniper's map. There are some great stairwells that you can use, and of course a host of windows and other openings to snipe through. Most of the action takes place in the two facing apartment buildings, which both have upper and lower levels.

These loadouts serve two purposes. With the Basic Assault class, you can use Overkill to carry a medium-to-long range weapon and a close-quarters weapon for internal close-quarters fighting. There will be quite a bit of indoor fighting, so Deep Impact will let you keep firing even if your enemy ducks behind a wall or runs into another room. Both classes can and should use smoke grenades to relocate or get themselves out of pinned-down positions.

The Sniper class is set up for a pure sniper. Since most of the fighting is either very long-range or medium-to-short range, you'll have to make a choice. If you choose this class, right off the bat you can set up at the main roads across from the statue and start sniping. Once you get into one of the buildings or find a nice spot on the ground somewhere, you should set up your Claymores to watch your back. Choose either the UAV Jammer or Stopping Power, depending on whether you want to be invisible or more powerful. If you think you'll need a few more seconds of steady aim, pick Iron Lung to hold your breath a little longer during sniping. Or choose Deep Impact to finish off a counter-sniper who's ducked behind a wall.

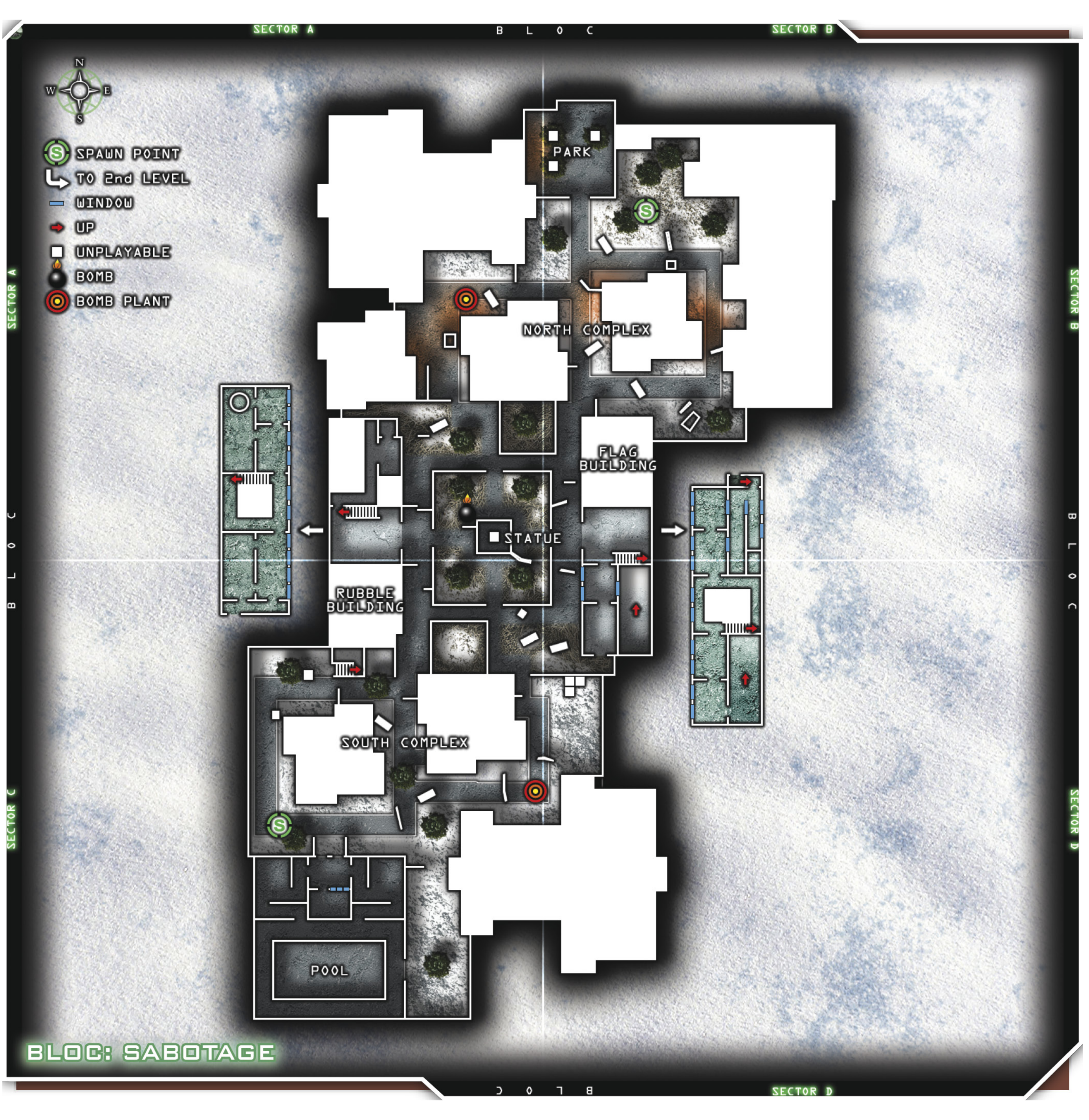
Suggested Loadouts

Basic Assault

Slot	Name
Primary Weapon	G3
Notes/Attachment	ACOG Scope
Secondary Weapon	MP5
Notes/Attachment	Red Dot
Side Arm	Desert Eagle
Special Grenade	Smoke
Perk 1	Frag x3
Perk 2	Overkill
Perk 3	Deep Impact

Sniper

Slot	Name
Primary Weapon	Barrett .50 cal
Notes/Attachment	Silencer (M1911)
Side Arm	M1911
Special Grenade	Smoke
Perk 1	Claymore x2
Perk 2	UAV Jammer or Stopping Power
Perk 3	Iron Lung or Deep Impact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BLOC: SABOTAGE

Tips & Locations

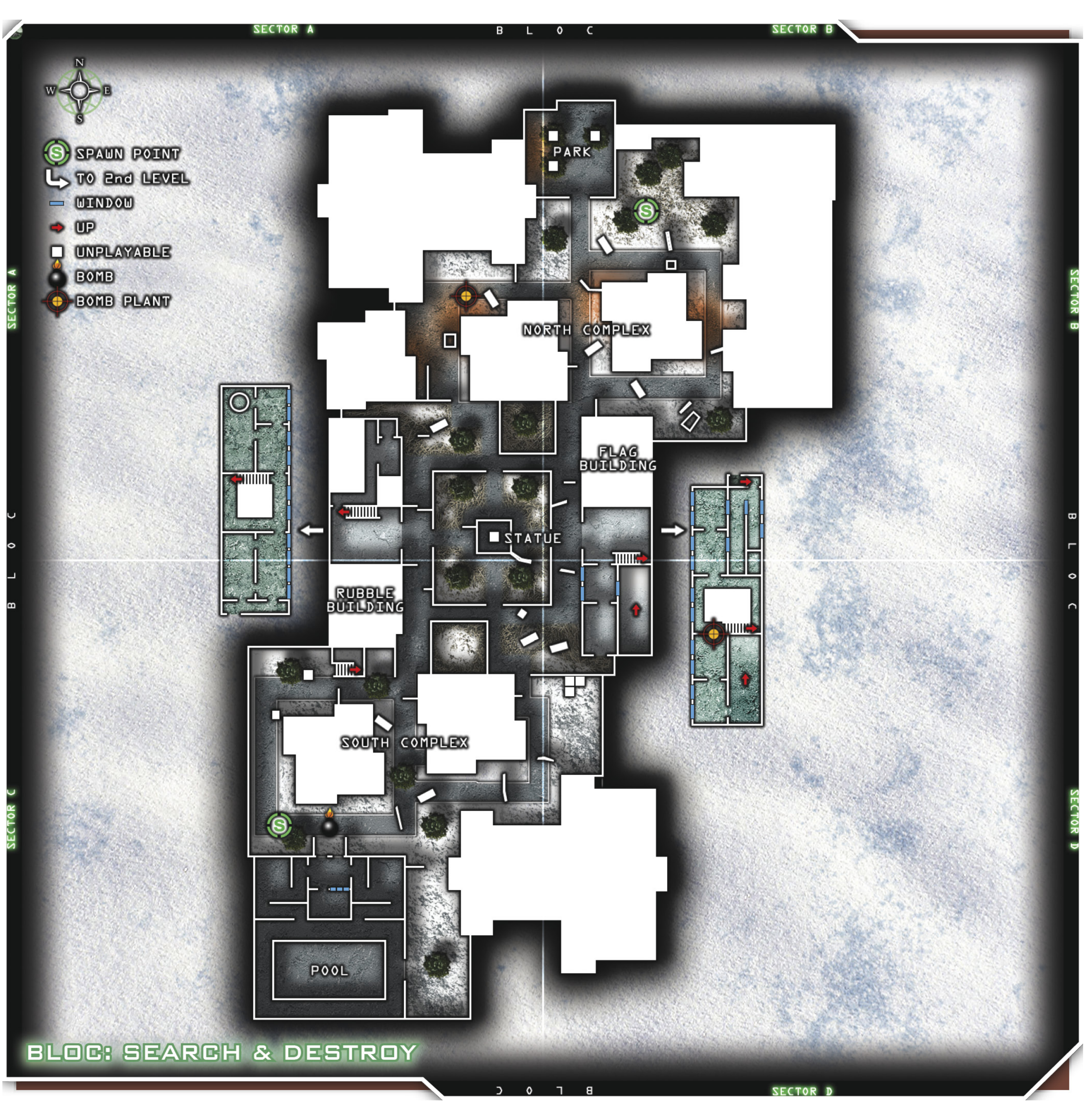
As a sniper, always carry some C-4 or Claymores to cover your back. Claymores are great on this map regardless. Just set them up at the entrances to the two main buildings and forget about them. Look for rocks, walls, stairways, and other cover, and pop off a few shots from across the map. Sometimes you may not kill the enemy, but your sniper buddy will be zoomed in on him too, and you may do enough damage to allow him to pick off the enemy with another shot.

The dynamic of this map is threefold, really. There are the obvious sniper battles between the two main apartment buildings (east and west, or the Rubble Building and the Flag Building), the mid-range battles across the courtyard, and all of the internal close-quarters battles on the only two main interiors in the Rubble and Flag Buildings. There's a pool in the southwest corner of the map with a small interior adjacent, but it rarely sees combat. Both teams' initial spawn points are in the northeast and southwest corners of the map, so watch those locations for a nice stream of enemies to shoot.

The two small windows on the second floors of both apartment building are great to snipe from. They're small, but you can stand far enough back from them to make yourself a very difficult target to hit. The upper levels of both apartment buildings are great for sniping, but you should remain mobile if you can. Enemy snipers will notice movement, so make sure you have an escape route if you need to relocate. Always have smoke handy for the same reason. Lower levels span only half the length of the upper levels and aren't easy to camp or defend. The upper levels are easier to hold onto, but counter-snipers can easily pick off stationary targets such as campers.

A lot of longer-range battles occur between the northeast corner of the pool in the southern sector and the northwest corner of the Flag Building. This Bermuda diagonal is ongoing, and poor stragglers who try to make it from one apartment building to the other inevitably get picked off in the crossfire. Your snipers should thin the herd so you can set up in a concealed position and snipe back. Or pop smoke, get out of there, and try to get around them via the apartment buildings.

The close-quarters battles inside the apartment buildings get intense as well. Take the Deep Impact perk to shoot through walls so that your enemy doesn't get away. Indoors, Deep Impact combined with a shotgun can be a lethal combination. You'll always need to adapt on this map, because the dynamics can change at any moment. Be ready to grab a shotgun, an SMG, an assault rifle, or a sniper rifle. Just grab the Overkill perk and carry one long-range weapon and one CQC weapon. This is probably your best solution, but you'll have to give up your precious Juggernaut.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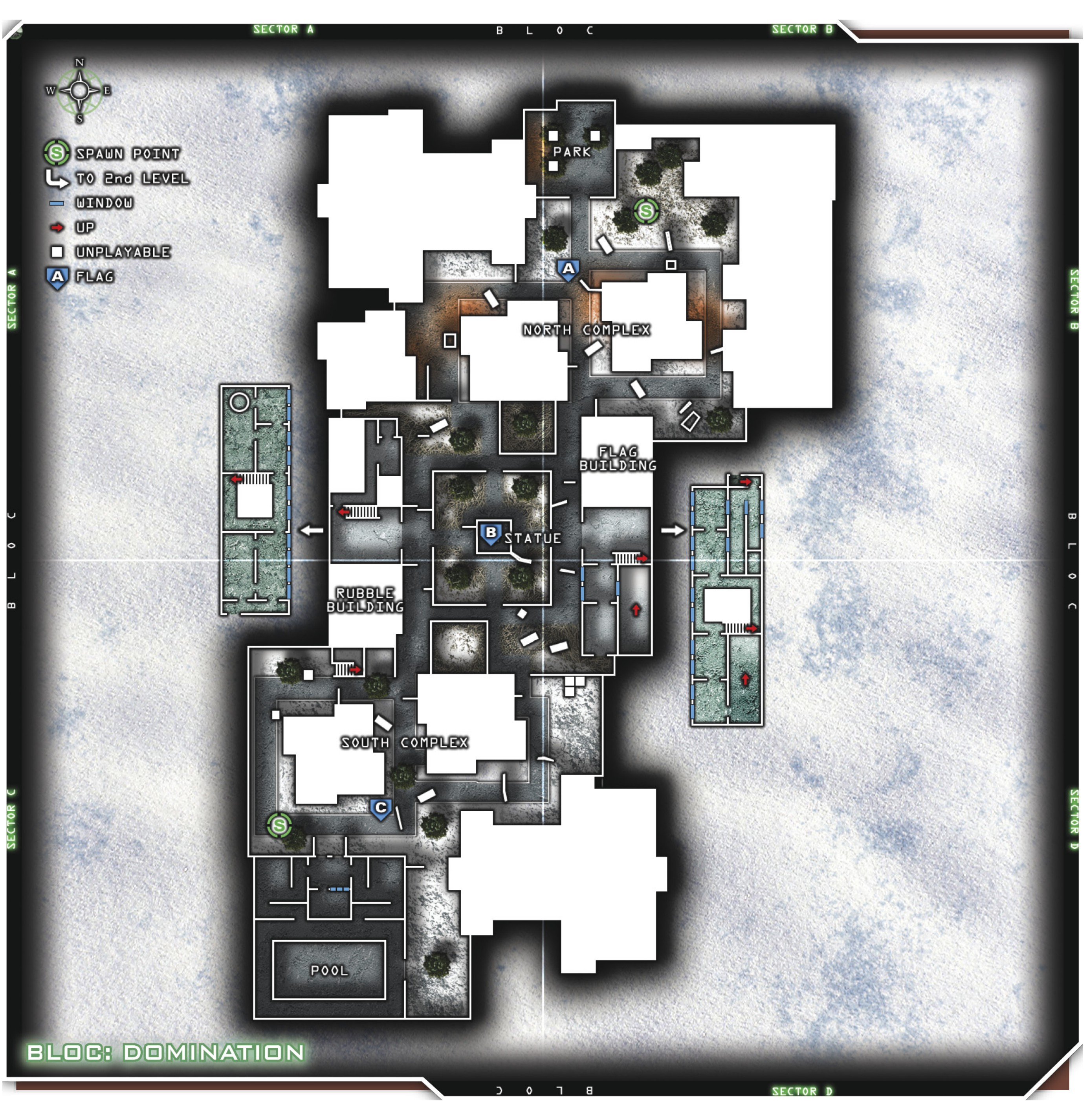
BLOC: SEARCH & DESTROY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BLOC: DOMINATION

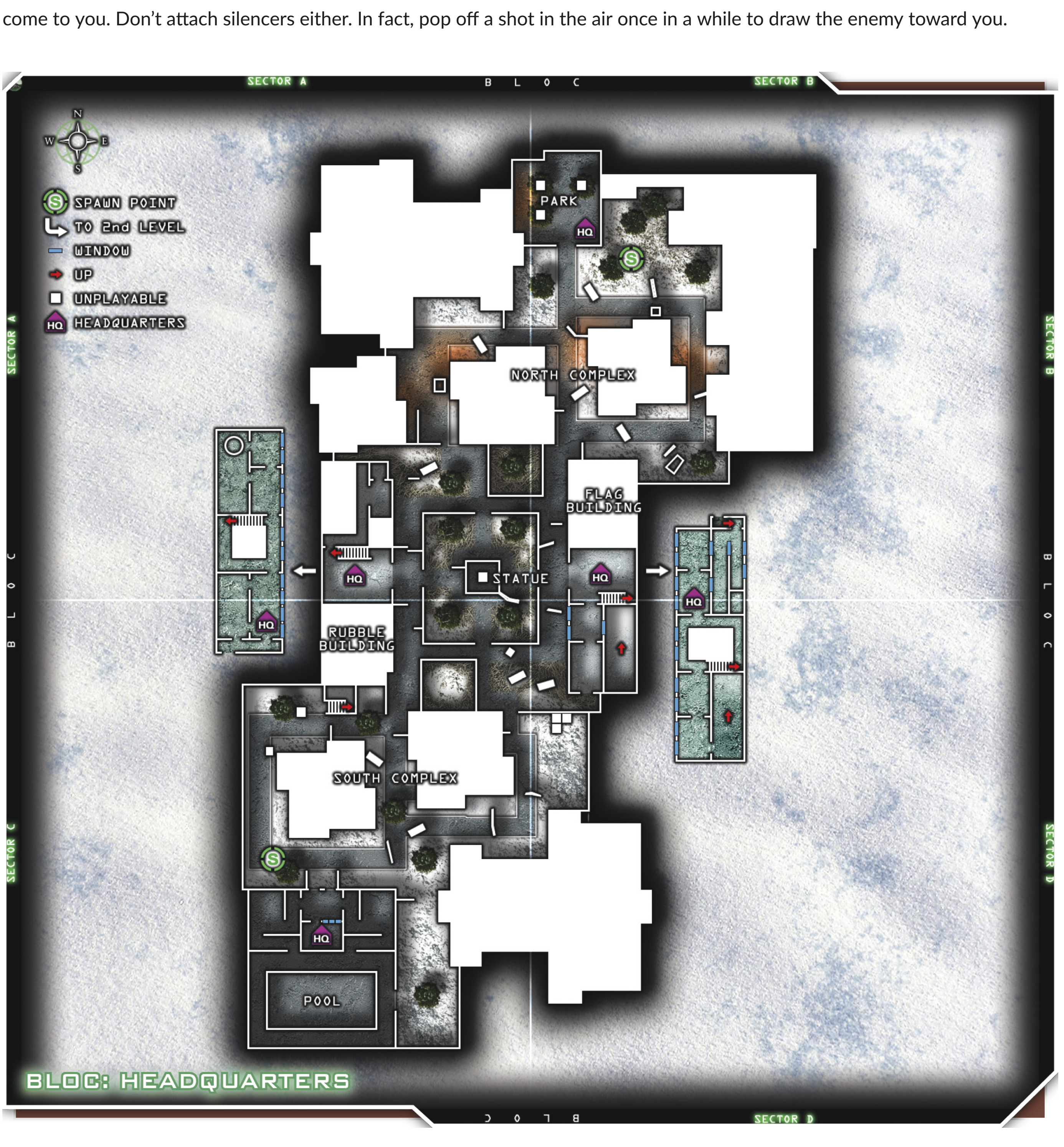
Team Tactics

It's good to have a handful of tactics to rotate through on any given map at any time. One of these could be a split squad of four and two, where the two-man squad is made up of snipers. As soon as they spawn, they make their way to one of the apartment buildings. Once inside, they set up Claymores to cover their own butts. The four-man team is on the ground, looking to capture and secure the second apartment building. Once inside and secure, they send one man back over to the sniper's building to assist in flanking attacks.

Now that you control both apartment buildings, keep tabs on where the enemy is spawning, and relay the data to all of your team members so everyone knows what's going on and where. Holding both of these buildings won't be easy, but you can keep the other team pinned down if you concentrate and load out correctly. Try grabbing a grenade launcher to lob ordnance into their spawn point and finish them off as quickly as possible. Overwhelm them with fire and explosives, and seal the deal with an airstrike and some chopper support. If you can take the two buildings and hold them, you should have an easy win.

Another tactic to confuse your enemies is to use two squads of three, one of which is loaded out with long-range equipment (ACOGs or sniper rifles) and the other with close-quarters weapons (shotguns and SMGs, Deep Impact and Double Tap). As a team, rush for the closest apartment building and commandeer it as quickly as possible. Your close-quarters team should be on guard, watching all entrances to your building, while your long-range squad works from the windows. When you have everyone in the same building, fallen teammates should respawn very close to your group. Be wary of grenades and RPGs being launched into your apartment complex. When you run this tactic, you're more than likely to nab at least a UAV. Use these scans not to run after your enemy, but to show your long-rangers where to look. Once you dig into the apartment building, you should stay there as long as possible.

Another great place to camp out is the pool corner in the southwest sector of the map. Camping the pool will allow you to put your back against a wall so you know it's covered. There are only two entrances to the pool: the front doors on the north side of the pool building, and the door on the east side. Split your team in two. Half of them should watch the front door, and half should watch the side. You can set up a sniper in the alley just east of the pool building, and even put a guy in the pool itself if you want to surprise them. The other team should be set up inside the front door, where there are plenty of angles to get the drop on enemies. Set up your Claymores at the front and side doors. Don't select the UAV Jammer, because you want them to come to you. Don't attach silencers either. In fact, pop off a shot in the air once in a while to draw the enemy toward you.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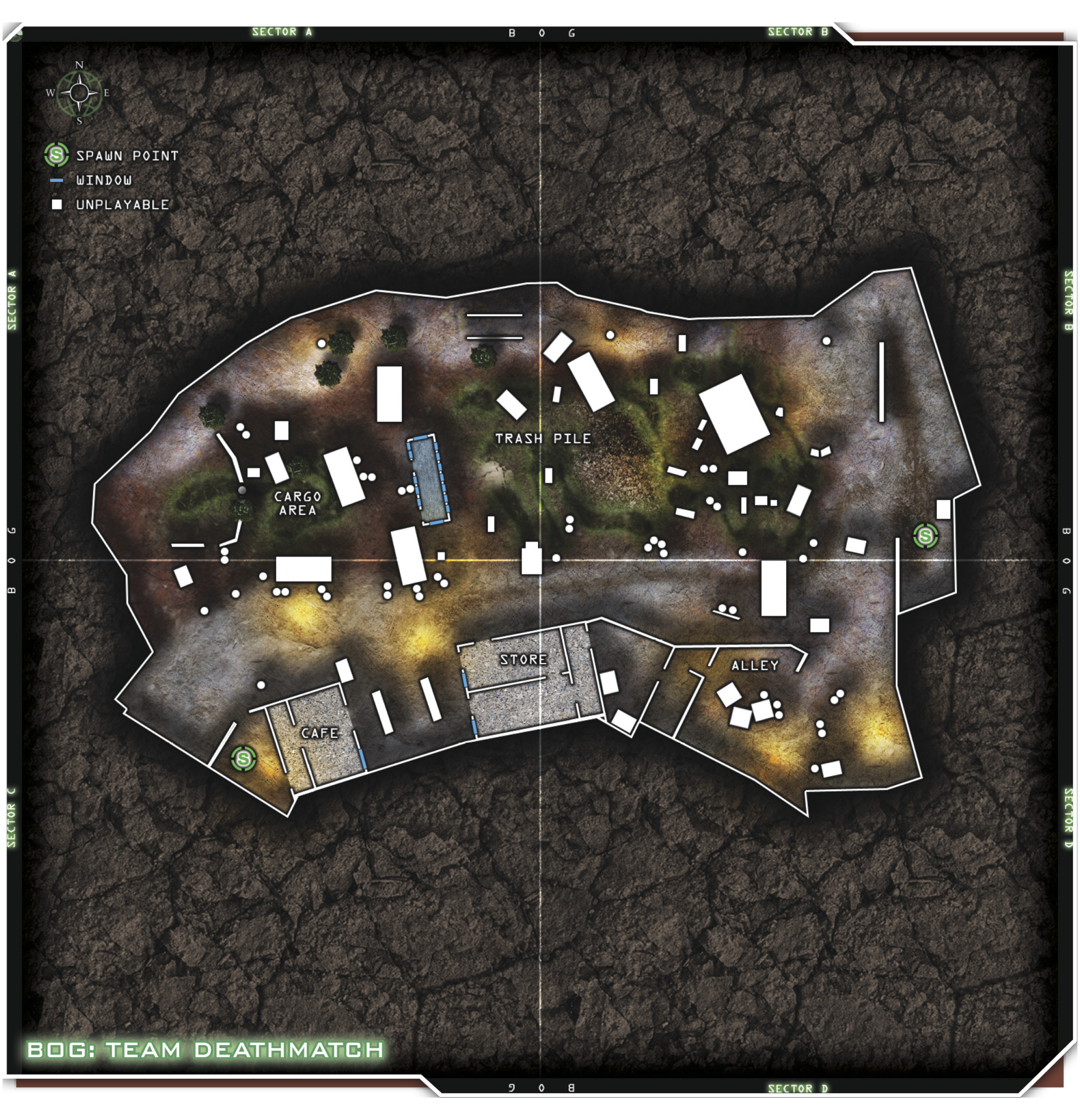
BLOC: HEADQUARTERS

CALL OF DUTY
INFINITE WARFARE

Map Tactics

Bog



BOG: TEAM DEATHMATCH

U.S. Forces vs. OpFor. This is a swampy, nasty dumping ground at night, featuring a large trash pile in the center as well as broken vehicles, a bus, and several cargo containers. There are two buildings you can enter on the south side of the map, and they feature one level only.

These kits will pretty much cover all the bases you'll need on this map. You might want to employ a sniper from time to time, but a Long-Range Rifleman should be adequate. Your long-range players should load out with either Juggernaut or Stopping Power, whichever they think will help them more, while using Extreme Conditioning and Smoke to relocate when needed. The CQC players should run with a submachine gun and a Red Dot Sight for quick acquisition of targets outdoors, as well as additional frags to flush out hidden enemies. If the enemies just won't leave, let them fear the power of Deep Impact. The submachine guns, combined with the Double Tap perk, are just devastating in short-range battles.

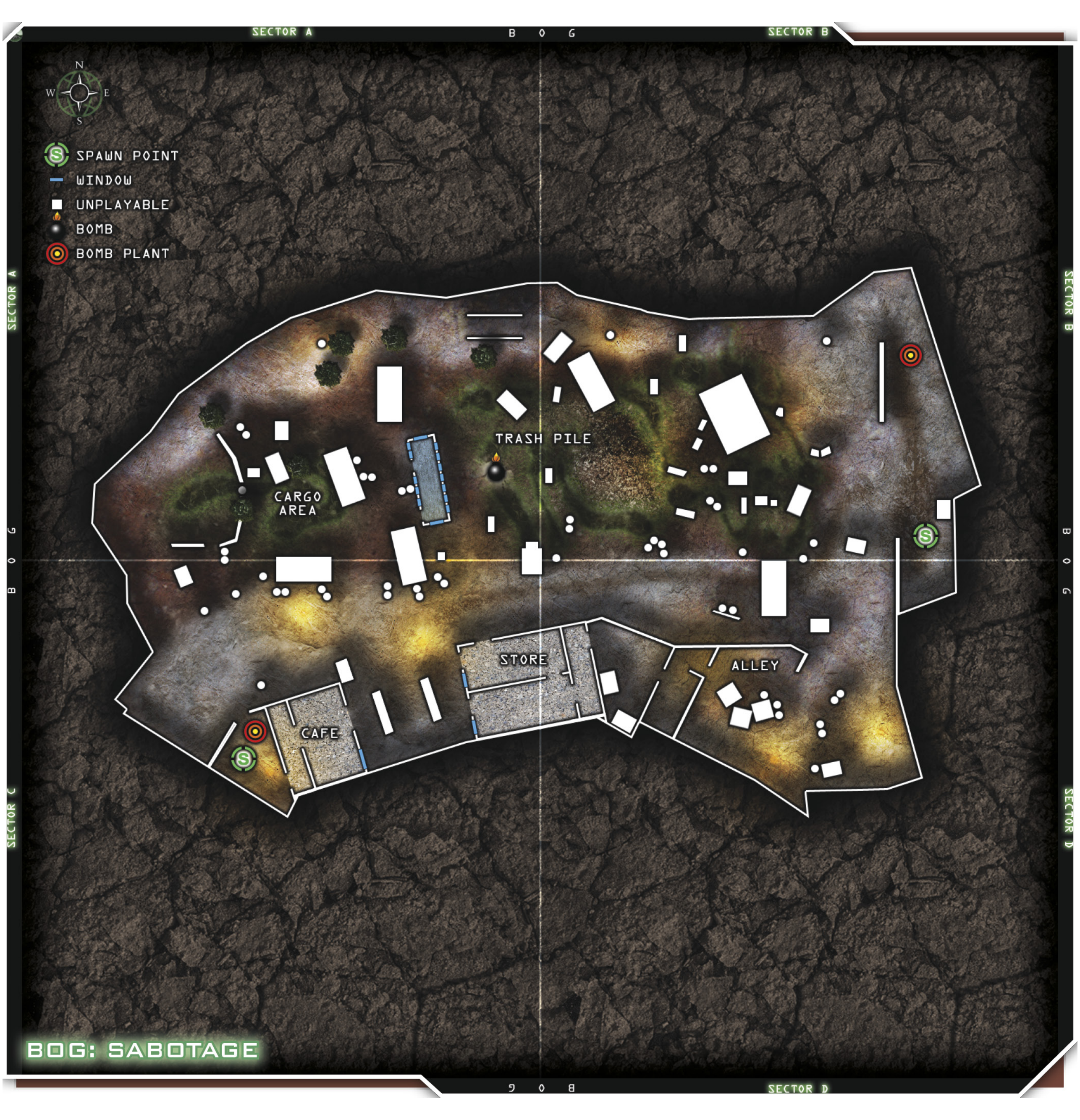
Suggested Loadouts

Basic Cqc Assault

Slot	Name
Primary Weapon	AK74u
Notes/Attachment	Red Dot Sight
Side Arm	Desert Eagle
Special Grenade	Stun
Perk 1	Frag x3
Perk 2	Double Tap
Perk 3	Deep Impact

Long-Range Rifleman

Slot	Name
Primary Weapon	M4 Carbine
Notes/Attachment	ACOG Scope (M4 Carbine)
Side Arm	M1911
Special Grenade	Smoke
Perk 1	Frag x3
Perk 2	Juggernaut or Stopping Power
Perk 3	Extreme Conditioning



BOG: SABOTAGE

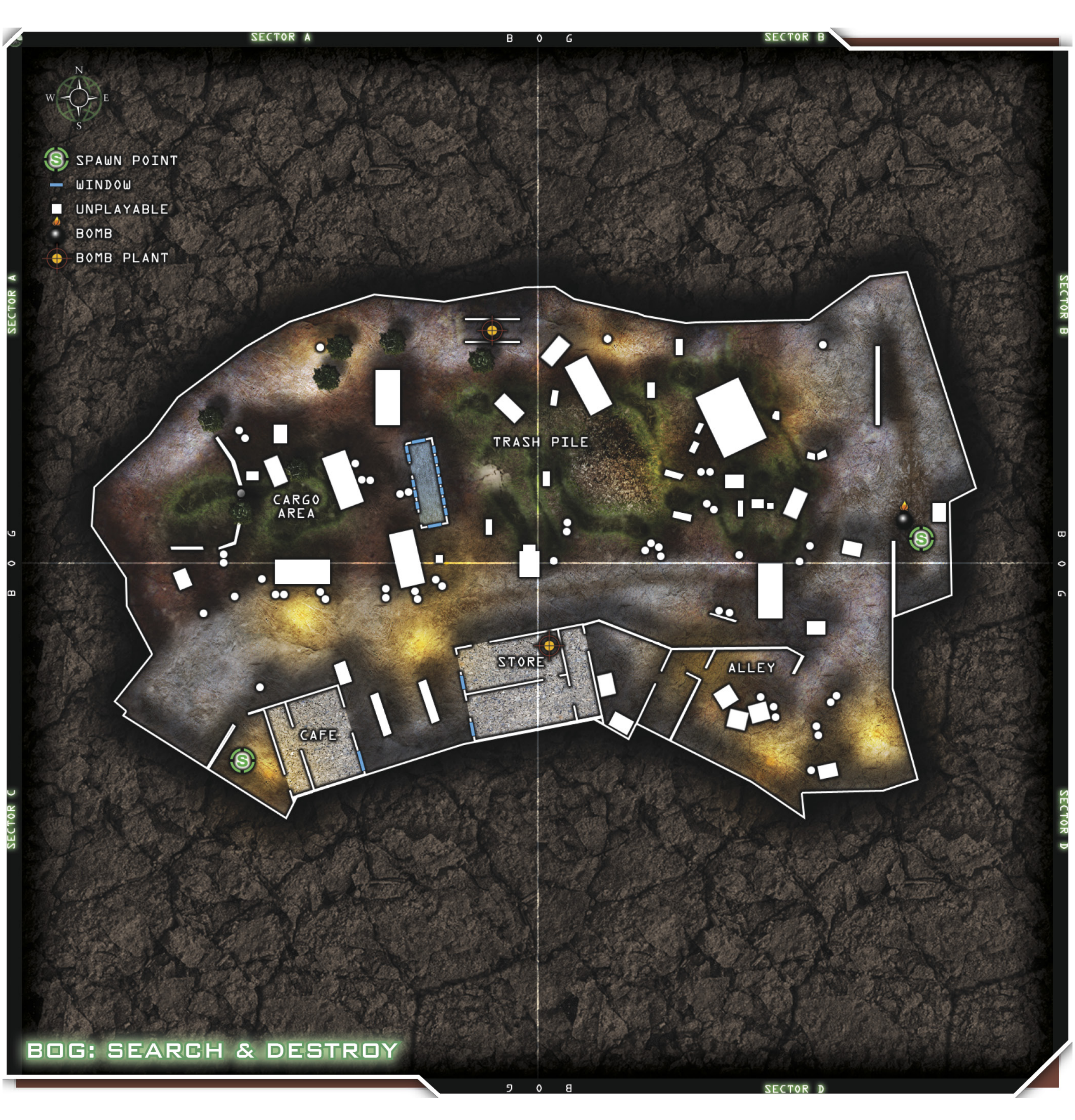
Tips & Locations

With the Trash Pile in the center of the map, this turns into a game of King of the Hill. You'll almost always find someone there. A fun way to humiliate enemies is to go prone and then knife them in the Achilles tendon when they walk right over you. The Café and the Store get a lot of visitors as well, so be prepared to meet someone new in there at any time. The Cargo Area on the west side of the map offers a bit of cover, including a bus that you can enter and snipe from. Just be sure to plant some Claymores at the entrances so you don't get knifed in the back.

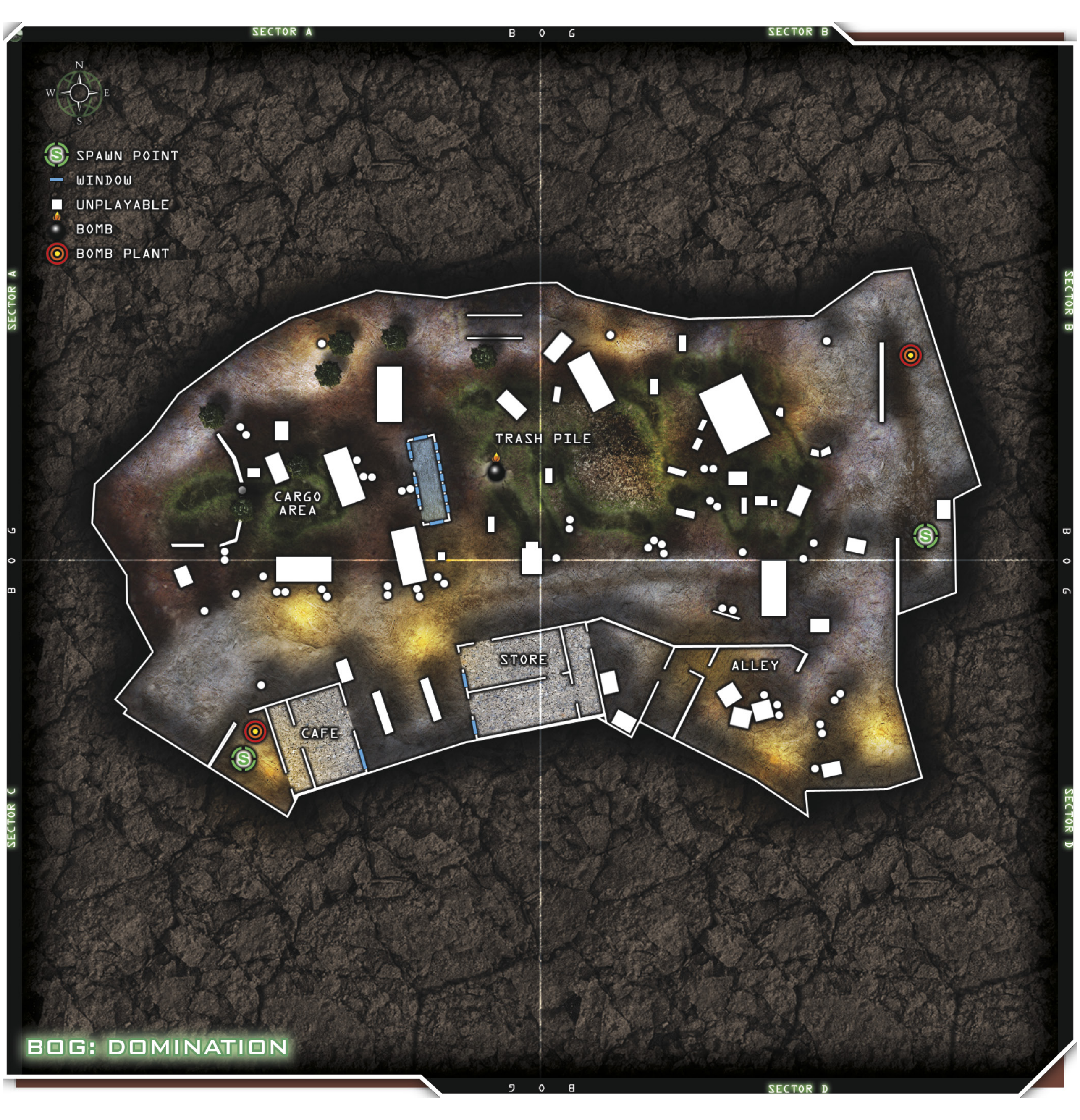
It's difficult to stay alive very long on this map, because the close-quarters fighting will trigger a UAV pretty quickly and you'll be spotted. Try to stick to the borders of the map, and move quickly from cover to cover to get where you're going. Cargo containers are good cover, but they're more sparse on the east side of the map. Use any cover you can to stay protected, and use grenades, both smoke and frags, to make your way across the level.

Some good long-range rifle battles sometimes take place along the road from the Café to the Alley, so try not to run across it very often if you don't have to. To get from east to west via the south side of the map, run through the Store and into the back portion of the main building. Then use the window on the west wall to see if it's clear to advance through the west door and across to the Café. When crossing from the Store to the Café, either pop smoke or sprint, because there's almost always some crossfire directed at you.

Holding down either of the two main buildings is a good idea, but once the enemy knows you're in there, you'd better hope you've got Juggernaut because the grenades are on their way. Alternately, you can send a squad to circle the outer border of the map. Bog is not the best map to go silent, but running with silencers on your primary weapons can help you get the drop on enemies. Communication will be very helpful here, as with any map. Don't be shy about calling out that you've got one in the bus but you can't get a shot on him. Maybe your buddy has a clearer view but just wasn't bothering to look there.



BOG: SEARCH & DESTROY



BOG: DOMINATION

Team Tactics

As a team, you can try to control the building closest to your initial spawn. You may not have enough room for everyone in the Café, depending on how many players are on your side. If not, send the remainder of your men to watch the perimeter and relay intel about incoming enemies. Do your best to lock down your building. You'll probably want to run with the Juggernaut perk while camping, because you might get grenaded out of business. You can even send out a runner as a distraction. Send someone out to make some noise and be seen, and wait for the enemy to shoot at him. When they reveal their positions, your camp team can use whatever windows and doors are accessible to send a few rounds downrange at them.

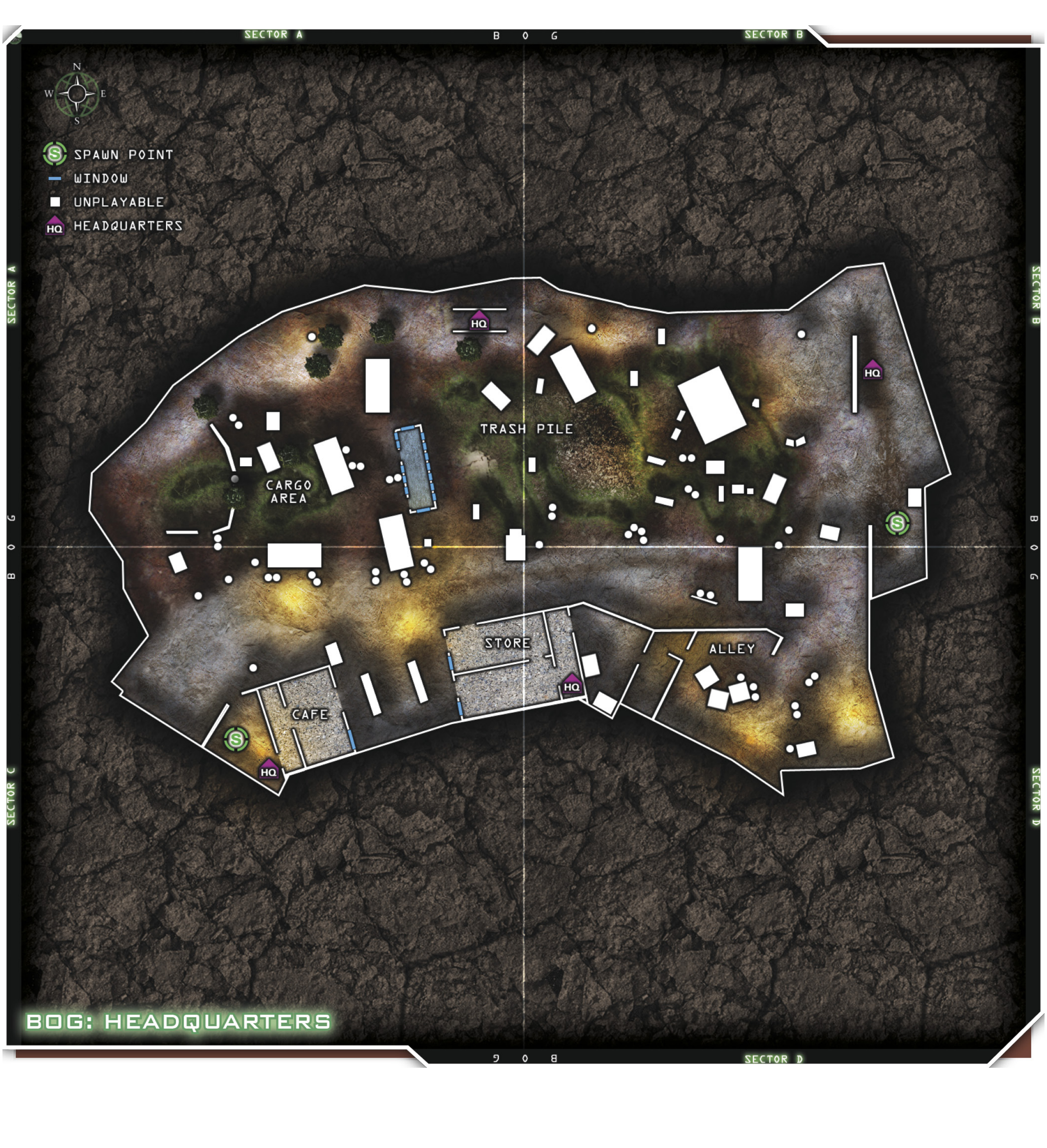
When camping, also consider selecting a shotgun with either Double Tap or Sleight of Hand. The shotguns are brutal with Double Tap on this map, but they take a while to reload, so Sleight of Hand is a useful asset here as well. Decisions, decisions…

Since this map is fairly small and open, you could use the positions we talked about earlier. Run with a four-man frontline and a two-man defensive line. Line up vertically across the map from north to south, and move your lines from either east to west or west to east, depending on where you spawn. Let your forward line push up, while your defense slowly progresses behind them and uses grenade launchers and frags to help clear a path in front of your offense. Since the defense is back a bit farther, they have a bit wider field of vision. They can spot enemy movement and either frag them or relay their location to the forward lines.

You can also use this tactic in a more condensed manner. Squeeze the defensive line up a little closer to the forward line and make a mad rush toward the enemy. The idea is the same, covering the whole map in a sort of search party line, and your defensemen can still lob grenades at enemies in front of the team, but the pace changes. It's quite intimidating, seeing an entire team running toward you. Always use grenades in this formation to clear the way in a splash of shrapnel.

Splitting up into highly mobile wingman teams works great on this map, due to its small size. When running in a wingman team, try to alternate who leads your team. This way, each player gets a chance to do their thing one time and help out the next time. Someone should always be leading so that the wingman can just follow and watch the team's back. Help each other out and keep moving. Circle the map quickly, and breach and clear any buildings you encounter. You may lose your wingman at some point, so team up with another wingman team until your buddy comes back from the dead.

Inevitably, wingmen will start to work together so well that they won't even need to communicate verbally. One will just watch the other and know what to do or where to go. This is what you should strive for, as mic clarity is golden. If you don't have to talk, don't talk. It's much more efficient to just shoot, rather than say, "Hey, I'm gonna shoot now."

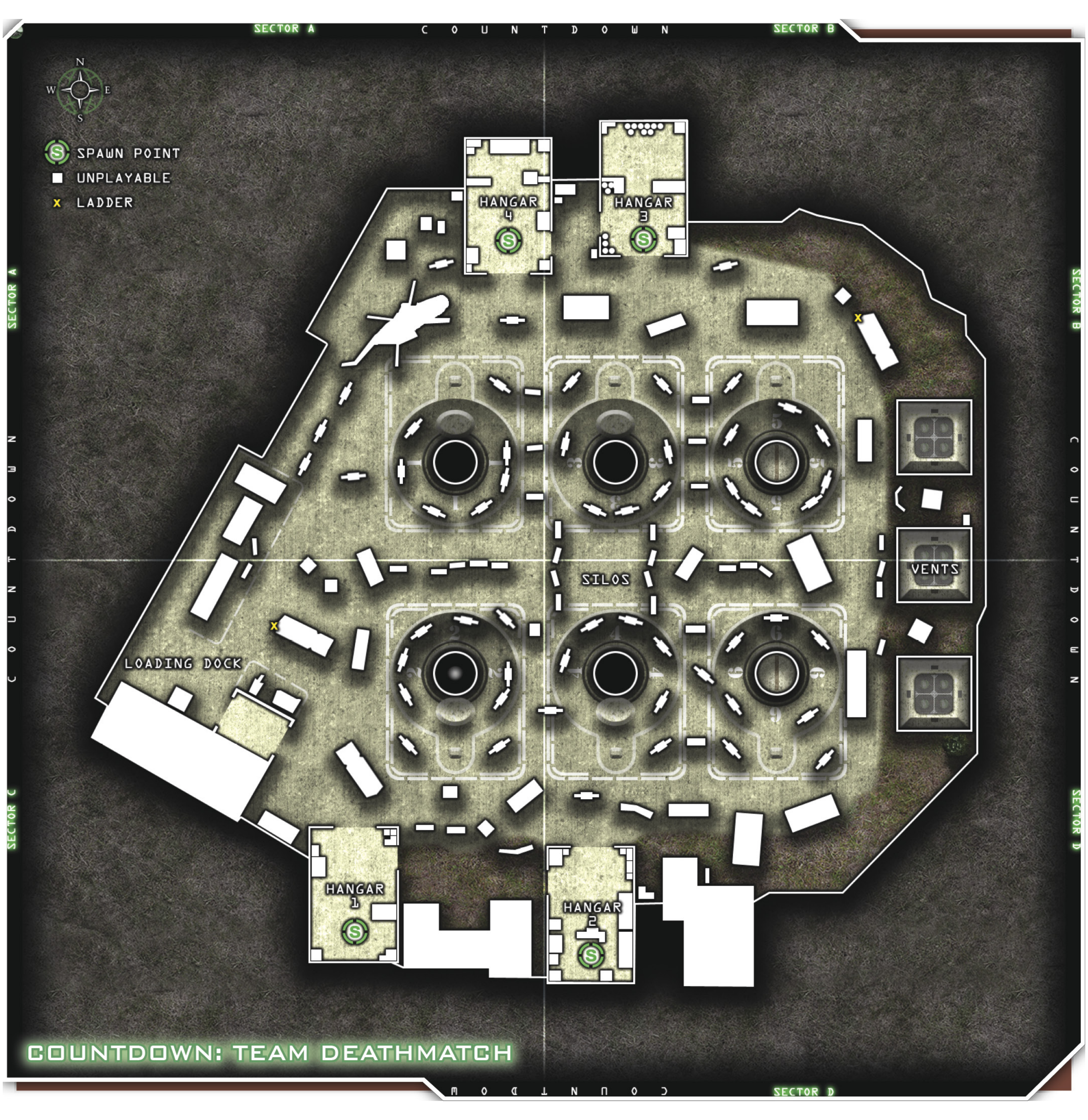


BOG: HEADQUARTERS

CALL OF DUTY
INFINITE WARFARE

Map Tactics

Countdown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COUNTDOWN: TEAM DEATHMATCH

U.S. Forces vs. OpFor. A freshly used missile launch site, Countdown has six underground missile Silos dead center on the map. There are three launch doors open (you can fall to your death) and one with a missile ready to launch. The smoke and steam coming off these Silos is great cover. There are two large Hangars on the north and south sides of the level that can provide good cover as well, and two trucks with ladders for sniping.

These loadouts are just a couple of choices you have on this map. Deep Impact combined with Stopping Power will allow you to eliminate enemies even behind the many concrete barriers on this map. Use frags to get rid of any pesky enemies that you can't get a bead on.

The Sniper kit should be used by more advanced snipers, because you'll need patience and good timing. Climb up the trucks to get some elevation, or tuck into the Hangars while surrounding yourself with your Claymores. Extreme Conditioning will allow you to move from cover to cover with the help of your smoke grenades.

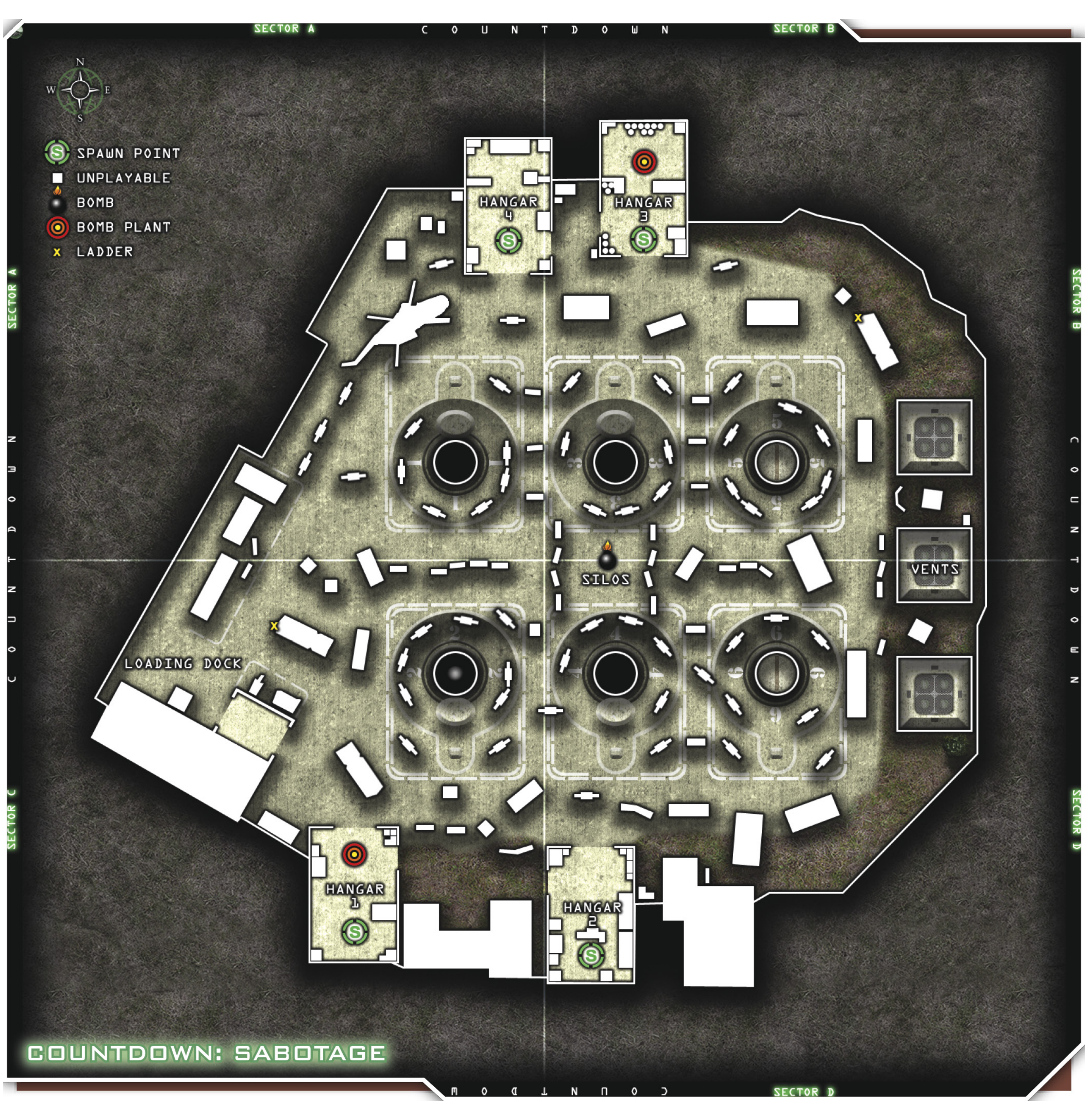
Suggested Loadouts

Long-Range Assault

Slot	Name
Primary Weapon	MP44
Notes/Attachment	ACOG Scope
Side Arm	M9
Special Grenade	Smoke
Perk 1	Frag x3
Perk 2	Stopping Power
Perk 3	Deep Impact

Sniper

Slot	Name
Primary Weapon	Barrett .50 cal
Side Arm	M1911
Special Grenade	Smoke
Perk 1	Claymore x2
Perk 2	Stopping Power
Perk 3	Extreme Conditioning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SILOS
VENTS
COUNTDOWN: SABOTAGE

Tips & Locations

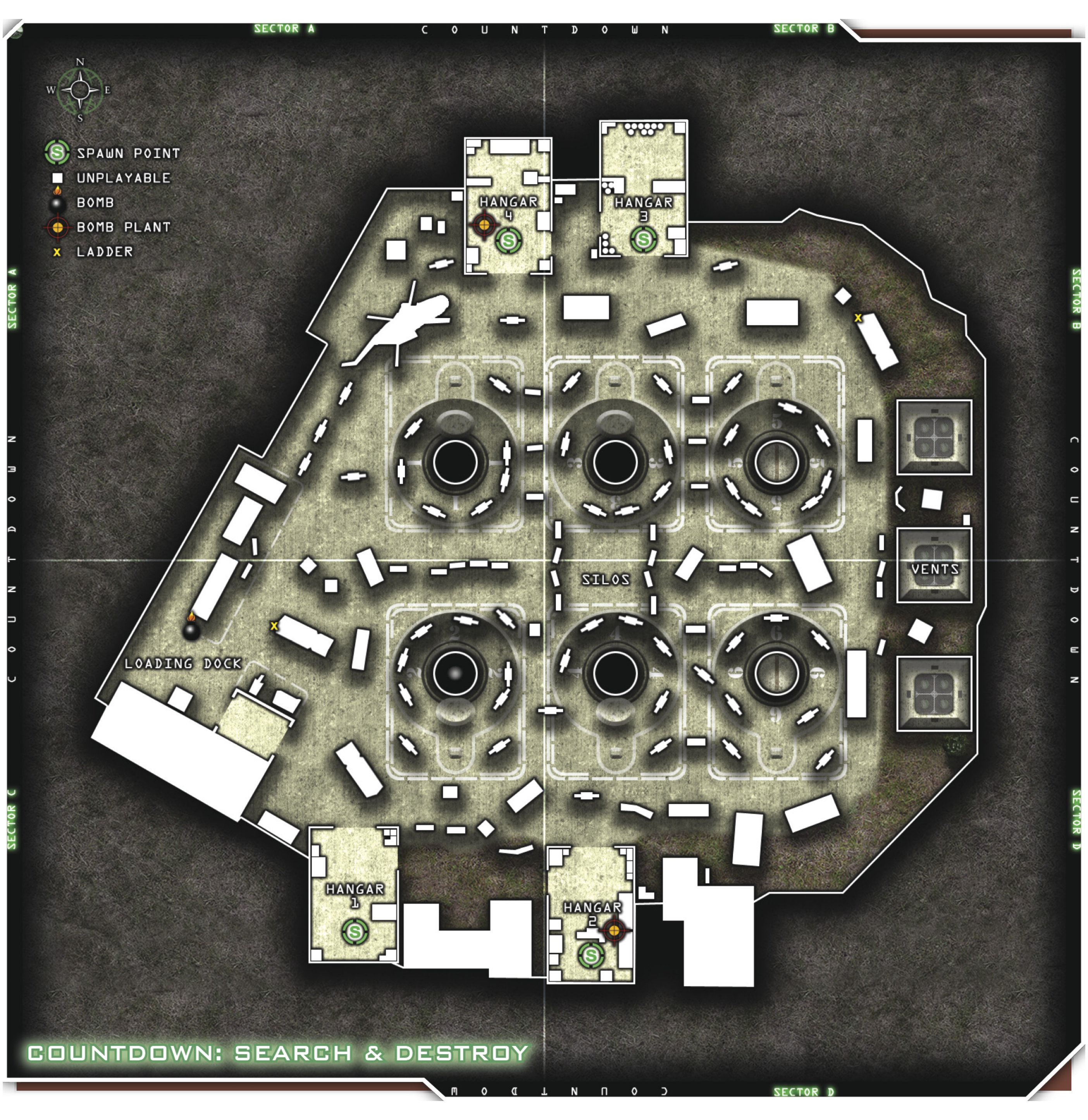
Both teams spawn in the Hangars on the north and south sides of the map. Of course, a lot of action takes place around the Silos in the center, but a good deal happens over by the Loading Dock area and the area between Hangar 1 and Hangar 4. Use the smoke from the missile Silos as cover to reposition yourself, but be careful not to fall in or you'll die. The downed chopper offers some good cover, as do the Hangars. The chopper is a good place to hide, because you can crouch or go prone near it and disguise yourself as a piece of rubble. Each Silo is bordered by several blast shields (concrete barriers) that you can use as cover. There are many lanes of fire on this map, so assume someone's always got a bead on you.

When shooting at someone from long distance on this map, it's good idea to crouch down behind the concrete barriers and stand up to shoot. Find your target, pop up and squeeze off a couple of rounds, and then crouch back behind cover. When you crouch back down, try to stay in one spot so that when you stand back up to fire, your crosshairs will be right on your target.

There are two trucks on this map, one just north of the Loading Dock and one just north of the Vent shafts. Both of these trucks have ladders you can climb to get a great vantage point, or you can go prone and snipe from them. Bear in mind that this map doesn't have any second-story levels, so you'll be spotted fairly quickly. Use these trucks with caution. The only other places for a bit of elevation are the Vent shafts. They're slightly raised and provide good cover for snipers to go prone.

Use the Hangars to your advantage. These are the only buildings accessible on this map. You can fall back to them, camp out in them, or even snipe from them. You can tuck yourself behind various pieces of cover in each Hangar, and place some explosives to block the side entrances in case someone comes up on your blind side. Remember that due to all the concrete barriers and various other pieces of cover scattered throughout the map, you'll have to find a clear line of sight to your target.

Just northwest of the Hangars is the Loading Dock. The overhang area also sees quite a bit of action. Watch it from behind cover, such as one of the cargo containers, and wait for an enemy to run through it.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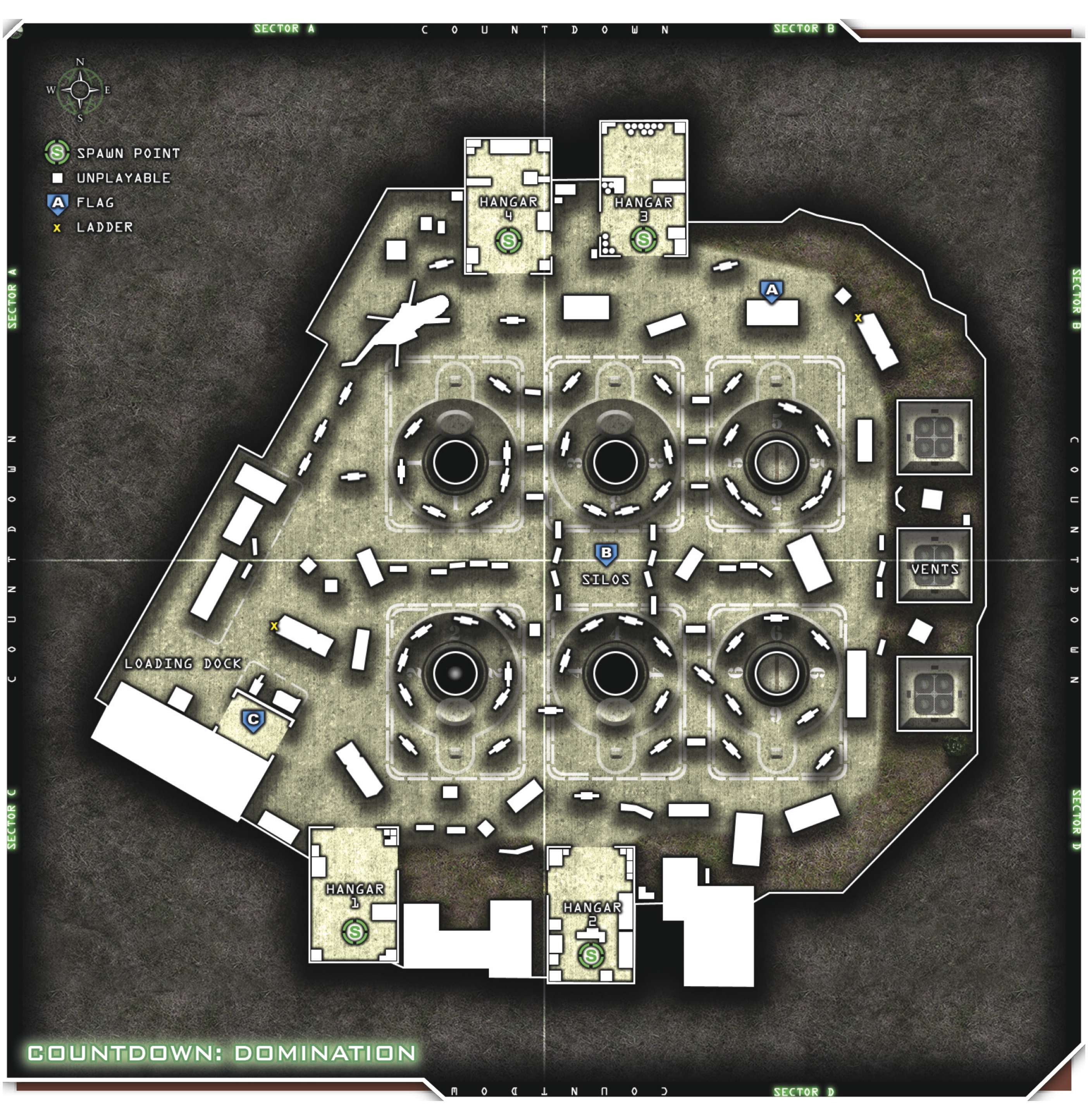
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HANGAR 3
HANGAR 1
HANGAR 2
LOADING DOCK
SILOS
VENTS
COUNTDOWN: DOMINATION

Team Tactics

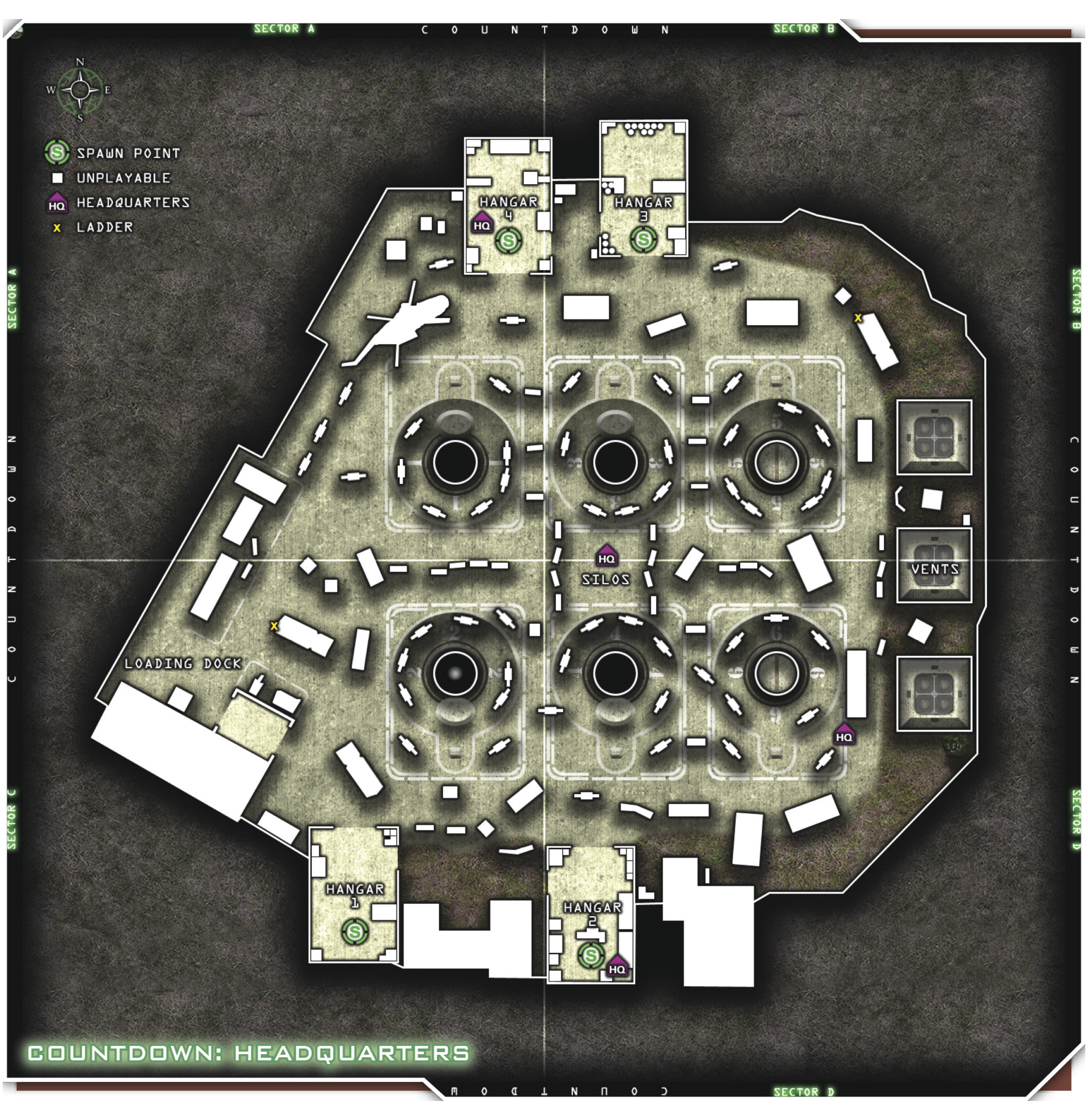
You might benefit from running with just a couple of snipers on this map. The rest of your team should be long-range riflemen moving in small wingman teams. While your snipers are getting set up, pop some smoke to give them cover and find a good line of sight to their targets. Take your remaining wingman teams out around the perimeter of the map, and try to flank your enemy.

Wingman work will be a little different on this map, due to its open nature and lots of cover. Practice letting the lead man run from one piece of cover to the next. When he gets there, have him turn toward the enemy and send some cover fire downrange as you bounce from where you are to where he is. Continue to move in this fashion until you make it around behind the enemy. Always use frags, smoke, and grenade launchers to move from one side of this map to another.

Remember that your grenades have to be fairly precise. Although this map is very open, it also has a lot of things to hide behind. Make sure you aim your grenades correctly, because if they fall short, they'll hit the concrete barriers that the enemy may be hiding behind. If you throw them too far, they won't do enough damage to be worth throwing in the first place. Use the barriers and other cover to bank grenades into areas that aren't easily accessible. While your wingman teams are hopping from cover to cover to get behind the enemy, your snipers should be looking for counter-snipers and trying to clear a path in front of you. One sniper should watch each team.

The north and south sides of this map both contain two Hangars that you and your team can use as ambush locations. Create two teams of equal numbers, select UAV Jammers, and equip silencers on your primary weapons and side arms. Place one team in each Hangar and take cover, remembering not to move too much, because enemy snipers will be looking for movement. Set up your Claymores and C-4 at any entrances to your new fortress, and wait for the enemy to ring the bell. If youo have a couple of snipers camping in there with you, consider loadout alterations such as LMGs, Double Tap, Sleight of Hand, Bandolier, Steady Aim, or Iron Lung.

Always try to rack up as many kills as possible, of course, and this map in particular will give you a huge bonus if you can call in an airstrike. Since most of the map is wide open, once the strike comes in, there's no way the enemy can make it to shelter before the bombs start dropping. If you're camping in either Hangar 1 or Hangar 4, you should be able to get a clear line of sight to the other Hangar. Tell your snipers so they can eliminate as many long-range threats as possible. Always be ready to move out from your position and relocate. The best way of doing this is to use smoke as cover. There's no thermal view in Call of Duty 4: Modern Warfare, so you'll have some great cover to reposition yourself and your team.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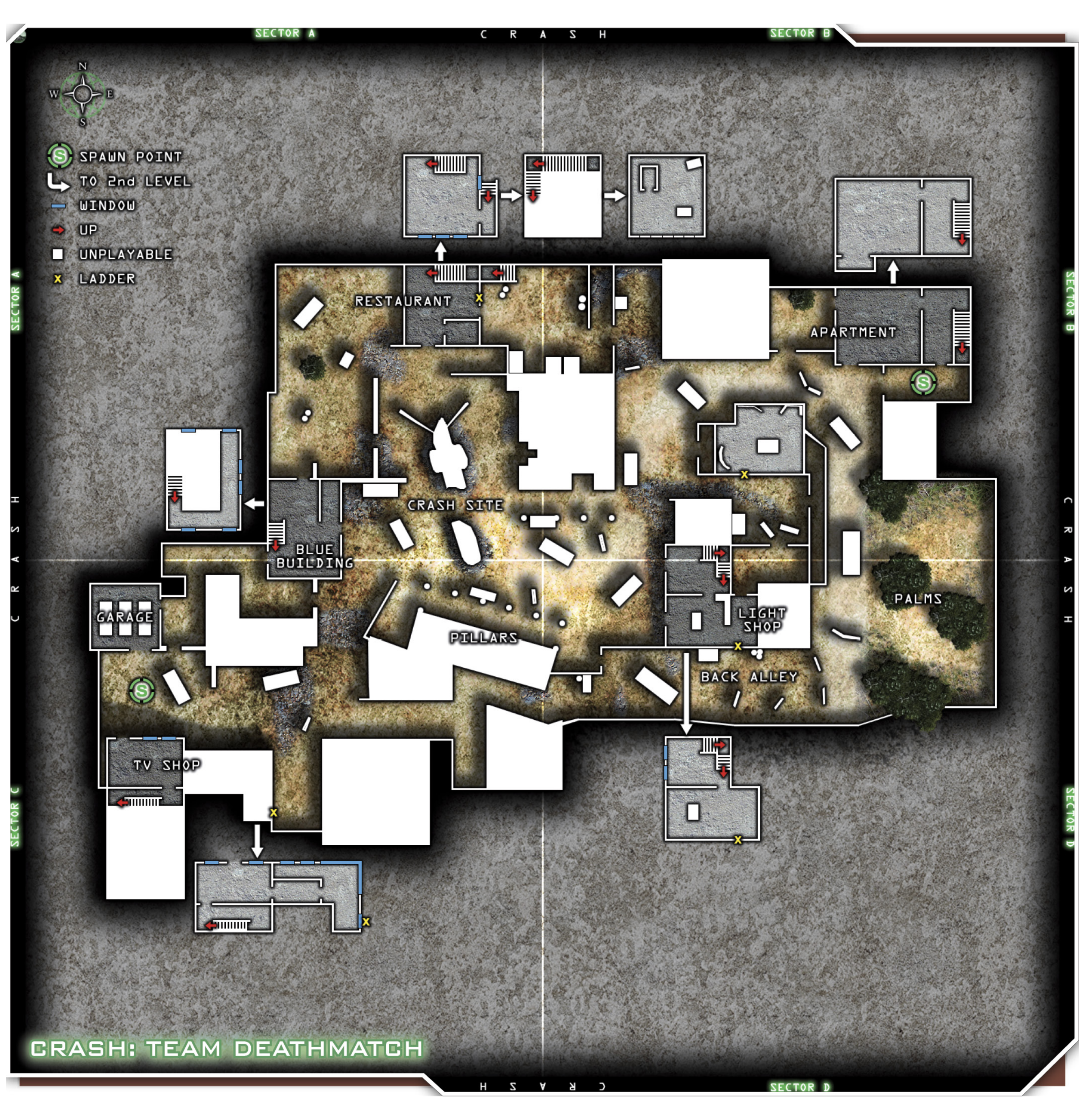
CALL OF DUTY
INFINITE WARFARE

Map Tactics

Crash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PALMS
BACK ALLEY
TV SHOP
CRASH: TEAM DEATHMATCH

U.S. Forces vs. OpFor. This map is centered around a downed helicopter, and most of the action takes place directly around it. The chopper has crashed in the center of a war-torn town, and the teams initially spawn in the southwest corner and the northeast corner. Initial meeting areas include the Back Alley, the Restaurant, and the Crash Site.

◆ SEA SNIPER TIP

Be careful when peeking out through a window. You'll look like a painting with a frame around you.

The Basic Assault custom class setup will give you some good long- and medium-range proficiency, allowing you to lob grenades with the grenade launcher and still pop off some long/medium shots with the M4. Sonic Boom will give your grenades a higher damage radius. If you get picked off while trying to set up your lob shot, you'll still have a chance to kill your assailant via the Last Stand perk. The assault class gives you decent mobility and still allows you to make accurate shots at most distances on this map. Use your special grenades, in this case stun or flash, to access building interiors that have been fortified by the enemy.

The Assault Sniper loadout is a mix between medium and long range. Your primary weapon will allow you to run and gun, quickly acquiring targets on the fly using the Red Dot Sight. By choosing the Overkill perk, you can carry a sniper rifle to use when you get set up in a secure area. Of course, not all secure areas are actually secure, so make good use of the Claymores. If you're sniping out a window, set Claymores at the entrance to the room you're in, or at the entrance to the building.

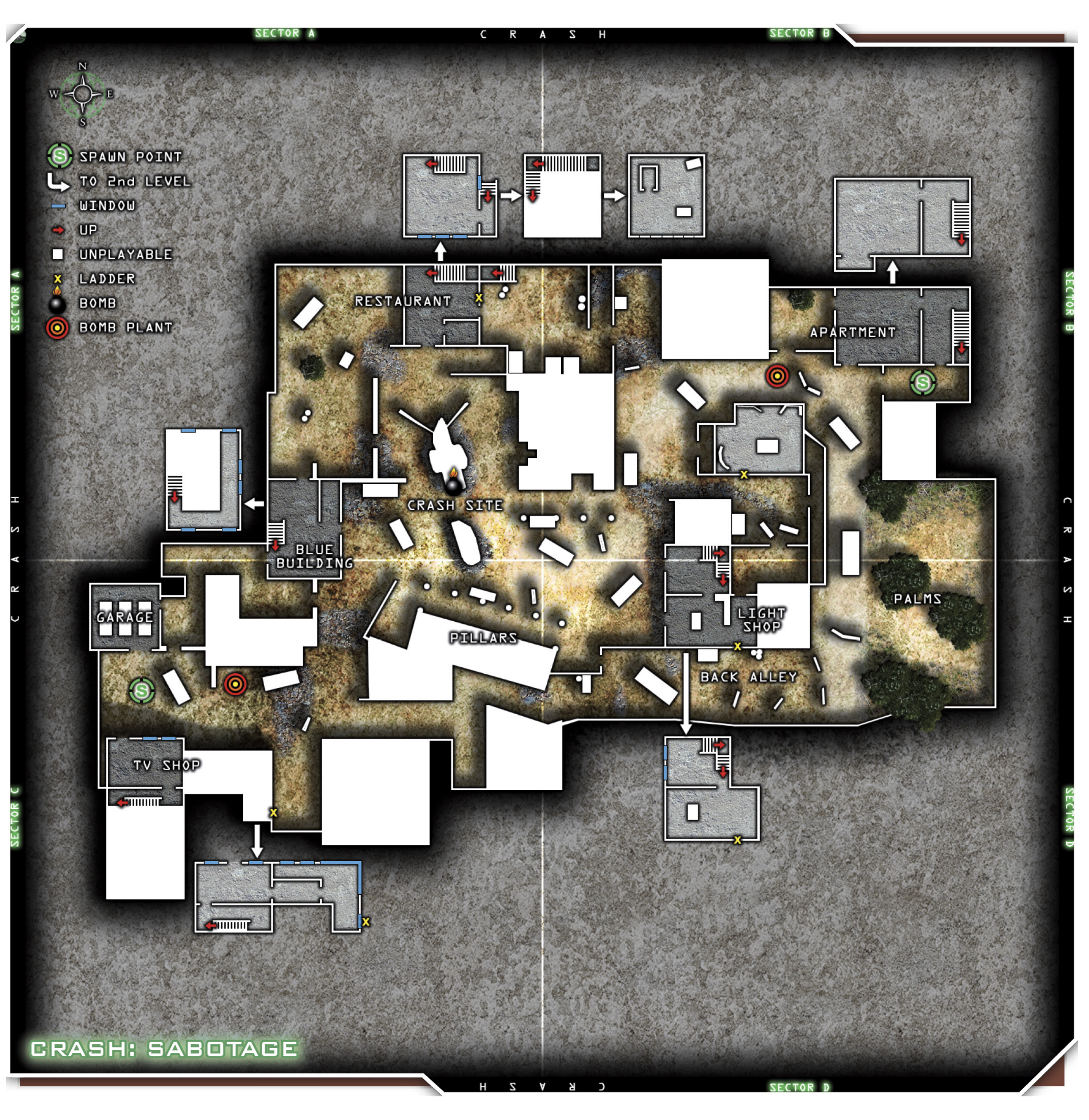
Suggested Loadouts

Basic Assault

Slot	Name
Primary Weapon	M4 Carbine
Notes/Attachment	Grenade Launcher
Side Arm	M1911
Special Grenade	Stun
Perk 1	DISABLED
Perk 2	Sonic Boom
Perk 3	Last Stand

Assault Sniper

Slot	Name
Primary Weapon	G36c
Notes/Attachment	Red Dot
Side Arm	M1911
Special Grenade	Smoke
Perk 1	Claymore x2
Perk 2	Overkill
Perk 3	Deep Impact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TV SHOP
CRASH: SABOTAGE

Tips & Locations

Use your special grenades, in this case stun or flash, to access building interiors that have been fortified by the enemy. Stack up your team just outside the building you want to enter. Then select one player to pop flash (or stun), allowing your team to enter and clear out the building.

Stun grenades will tell you if you've stunned someone by rotating the crosshairs from a + to an x. This will let you know if someone is actually in the building you're trying to enter, and that you should exercise caution. He'll be stunned and moving slowly, but still can see. Special grenades are best used in these situations, when you don't know exactly where the enemies are. Save your frags for when you know where people are but just can't get a shot at them.

An alternative to running into the ground war immediately is to take up high-ground locations close to your team's spawn, but close to the heat of battle as well. When spawning in the southwest, take up positions on the second story of the TV Shop and the Blue Building. If you're spawning in the northeast, dig in upstairs in the Light Shop and even the Apartment. These locations will give you great views of the battle, allowing you to snipe or push back advancing enemies. Let your long-range shooters rack up a few kills and get a UAV called in. Once you've got an idea of where the enemy is, you can regroup and plan your attack.

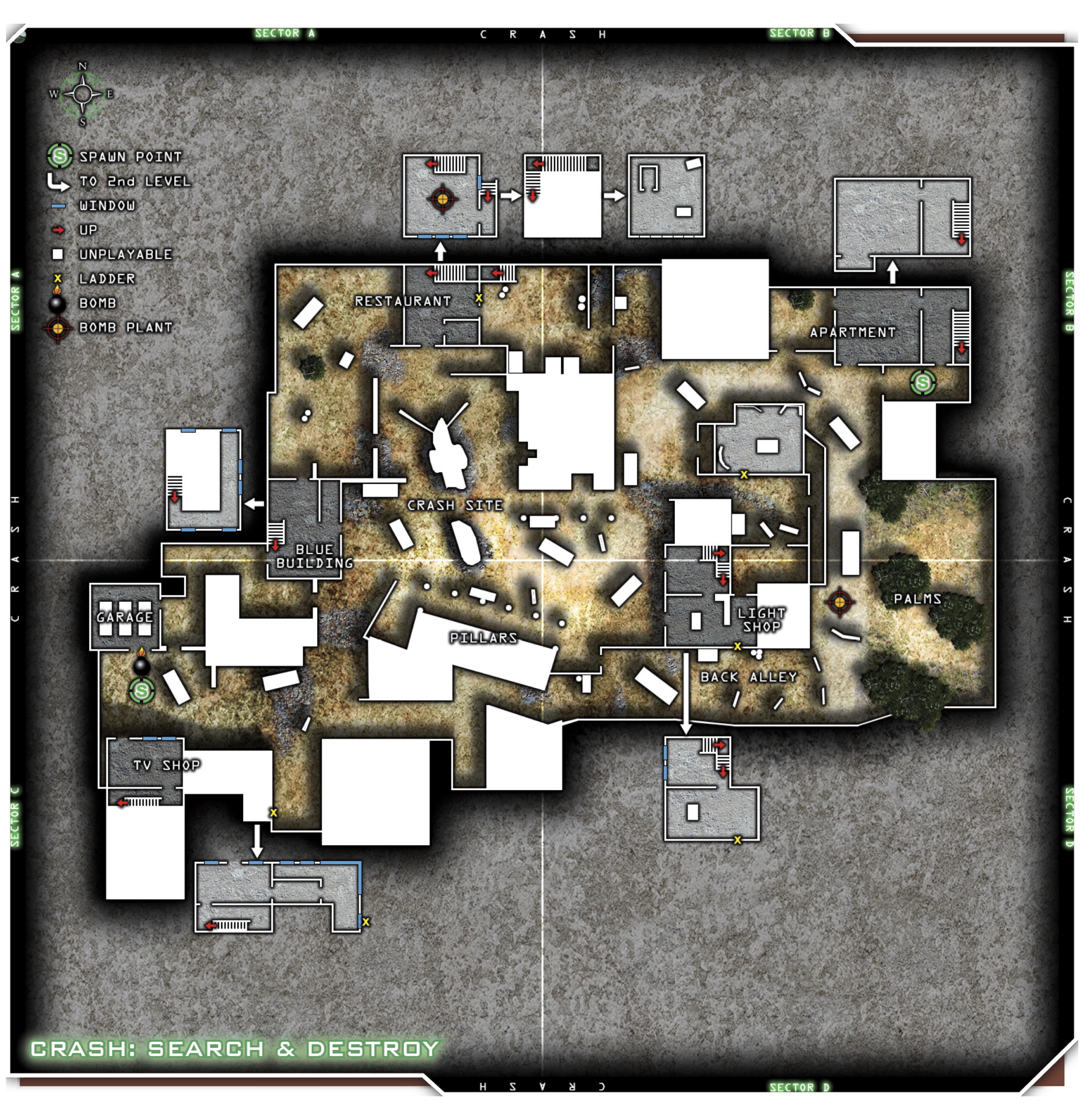
Use smoke grenades as a distraction to make enemies think you're going one way when you're actually going the other way. Then mix it up and smoke the way you're actually going the next time. Keep your enemies guessing and off-balance as much as possible.

Most of the battles on this map are for the Restaurant, the Light Shop, the Blue Building, and of course the Crash Site. Once you have control of one of these buildings, try to maintain it. Set up team members to watch each entrance, while positioning a sniper at advantageous windows or cracks to rack up enough kills for a UAV or an airstrike. Be aware of enemies in shadow, especially in areas such as the Pillars and the overhang on the south side of the hotel. Move in the shadows to avoid detection, and possibly even attach a silencer so you don't appear on enemy radar while shooting.

Always remember that your primary weapon directly affects your mobility. Look at your stat meters to see how each weapon affects you. Your primary weapon also changes your skin. If you pick a sniper rifle for your primary weapon, you'll be wearing a ghillie suit (Russian maps only).

Crash is a medium-range map. Recommended primary weapons are either a light machine gun or an assault rifle with at least a Red Dot Sight, and possibly an ACOG depending on your preference and style of play. If you like to run and gun, choose the Red Dot Sight. This will give you the quickest acquisition of targets on the run. Use the ACOG scope if you plan on setting up for a semi-long shot from time to time, and you feel comfortable firing from the hip as well.

Since there are so many places to take cover on this map, select the Deep Impact perk so your bullets will pass through normally impassable objects, such as concrete barriers and walls of buildings. You can also use the Stopping Power perk in combination with the Deep Impact perk to maximize your bullet penetration. Bear in mind that after a bullet passes through an object, it decreases in power/damage. If you get into a sniper battle, don't be afraid to take a shot through the wall where your enemy might be hiding. You never know… You may find yourself pinned down if you switch to sniping, so be sure to choose smoke grenades. Pop smoke to reposition from one building to another or get away from a counter-sniper.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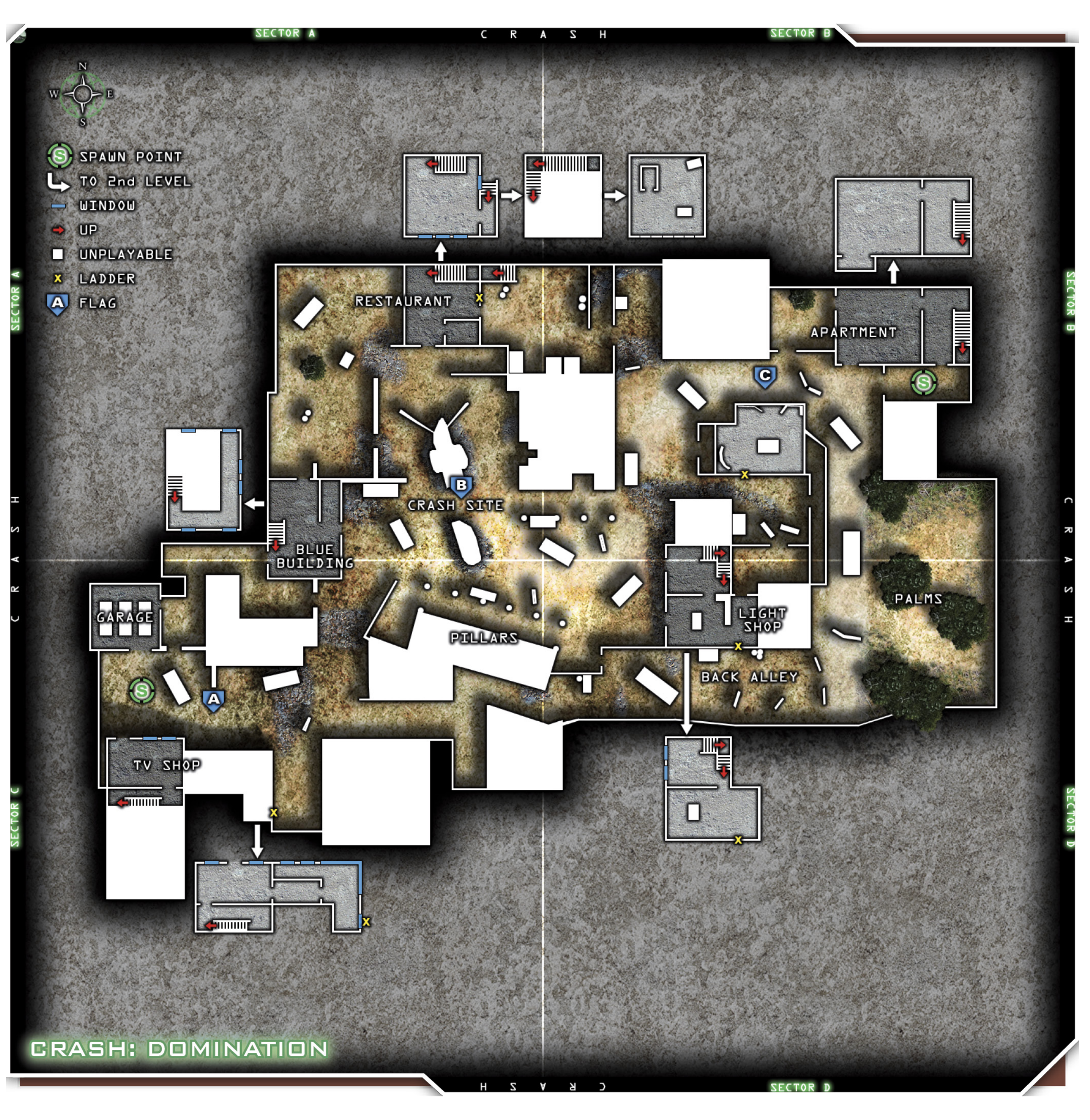
TV SHOP
CRASH: SEARCH & DESTROY

Team Tactics

One team initially spawns at the Garage on the west side of the map, and the other team initially spawns on the east side near the Apartments. Since most of the action will be centered directly around the Crash Site, try a slow team approach. Keep your team together as a single unit, and progress from your spawn to the first set of chokepoints. If you spawn at the Garage on the west side, move up toward the Blue Building and the roof on the TV Shop. If you spawn at the Apartments, move up toward the Restaurant and the Light Shop while watching the back of the shop via the Palms. These locations offer some decent high ground so your team can start picking off enemies. Call in your UAV to see where the enemies are congregating, and regroup to advance on their position. Move in a group, and use communication to point out enemy locations so that someone with a scope can pick off any snipers in the windows. Help out by tossing a few grenades their way.

Since most battles on this map seem to end up in a fight for either the Restaurant or the Light Shop, consider camping the majority of your team in one of those two buildings. They both offer second stories and can provide great vantage points for snipers. It won't be easy to fight your way into either of these buildings, so keep up the good communication. Let your buddies know if you've managed to clear out one of the buildings and that it's safe to come on in. Get everyone in as quickly as possible, and then seal it off.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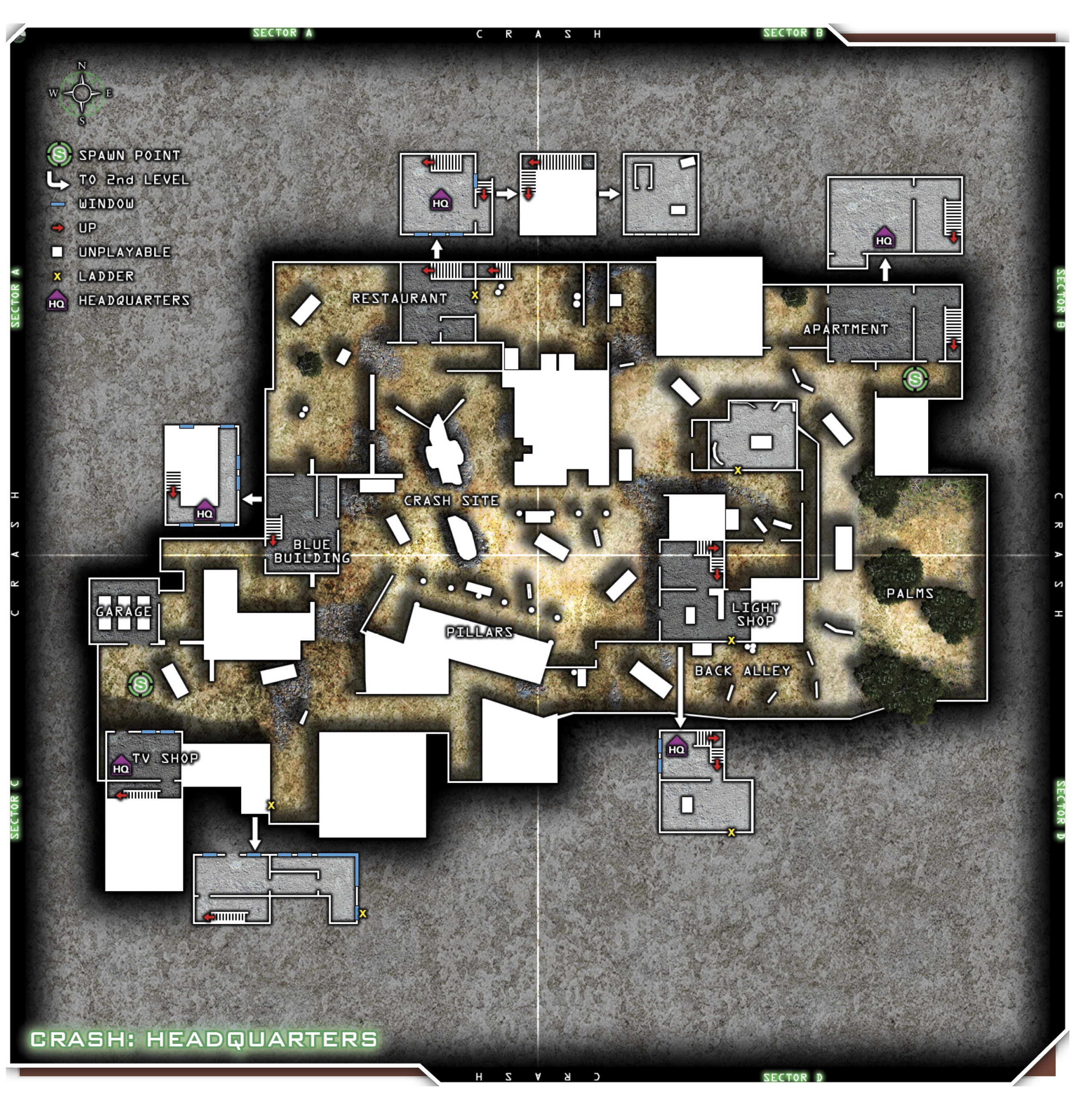
TV SHOP
CRASH: DOMINATION

Since there are no doors in *Call of Duty 4: Modern Warfare*, you'll have to position yourselves carefully. In the Restaurant, there's a pantry just to the right as you enter from the southern entrance. Camp at least one player here with C-4 and an LMG. Consider positioning someone just outside the door on the east side as well, to prevent anyone from sneaking up behind your pantry raider. You'll need someone to watch the second level's east entrance, which is accessible via a set of stairs. Put yourself in the southwestern corner so you can watch both entrances on the second level. The roof of the Restaurant offers a good look at the Crash Site and the Apartments. Put a sniper up top and a defense gunner to watch his back in case someone makes it up the stairs. Always be ready inside the building to knife someone quickly.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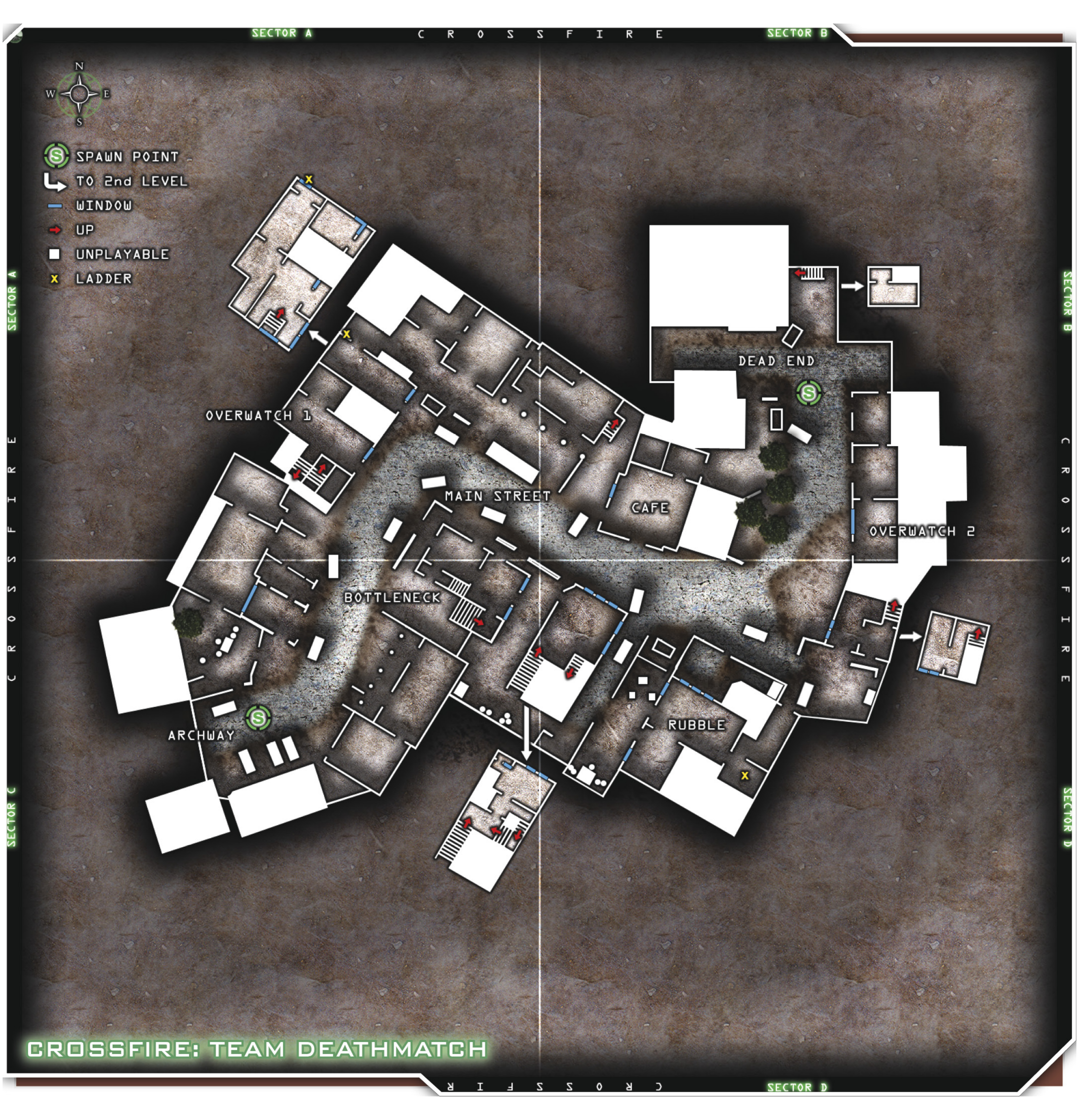
CRASH: HEADQUARTERS

CALL OF DUTY
INFINITE WARFARE

Map Tactics

Crossfire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OVERWATCH 2
BOTTLENECK
ARCHWAY
RUBBLE

CROSSFIRE: TEAM DEATHMATCH

U.S. Forces vs. OpFor. Split by an S-shaped road, this urban desert town is filled with tons of accessible buildings. Two main Overwatch buildings bookend the street, which is lined with buildings that your team can use to advance from one end of the road to the other.

◈ SEA SNIPER TIP

It's good to have one man on your team armed with an RPG, but choppers can be shot down with a clip from an assault rifle.

These loadouts are designed to give you a good range of options during gameplay. The Basic Assault loadout includes a grenade launcher for wasting those annoying enemies trying to pop you from the end of the street. Combined with the Sonic Boom perk, the grenade launcher really helps you rack up points and lets your team make their way through the buildings and around the enemy. Martyrdom is recommended for both CCSs, because there's a lot of building-to-building fighting.

The CQC Sniper is a great multi-function class. The Overkill perk allows you to find some good high ground and pick off a few insurgents, and you can swap to a submachine gun for building-to-building fighting with the rest of your team. Claymores cover your back when it's time to snipe.

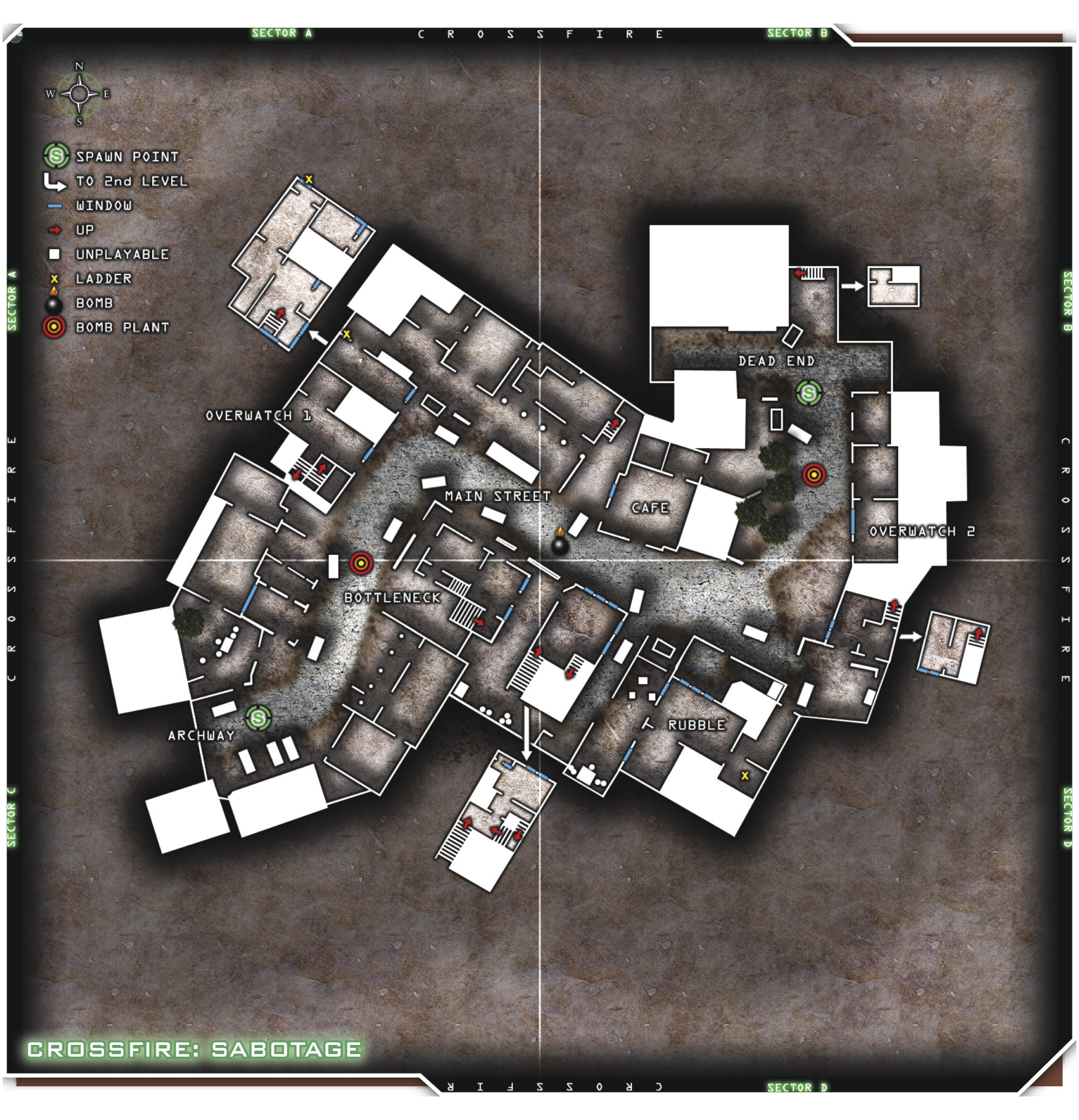
Suggested Loadouts

Basic Assault

Slot	Name
Primary Weapon	AK-47
Notes/Attachment	Grenade Launcher
Side Arm	Desert Eagle
Special Grenade	Smoke
Perk 1	DISABLED
Perk 2	Sonic Boom
Perk 3	Martyrdom

CQC Sniper

Slot	Name
Primary Weapon	P90
Notes/Attachment	Red Dot
secondary Weapon	Barrett .50 cal
Side Arm	M1911
Special Grenade	Smoke
Perk 1	Claymore x2
Perk 2	Overkill
Perk 3	Martyrdom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CROSSFIRE: SABOTAGE

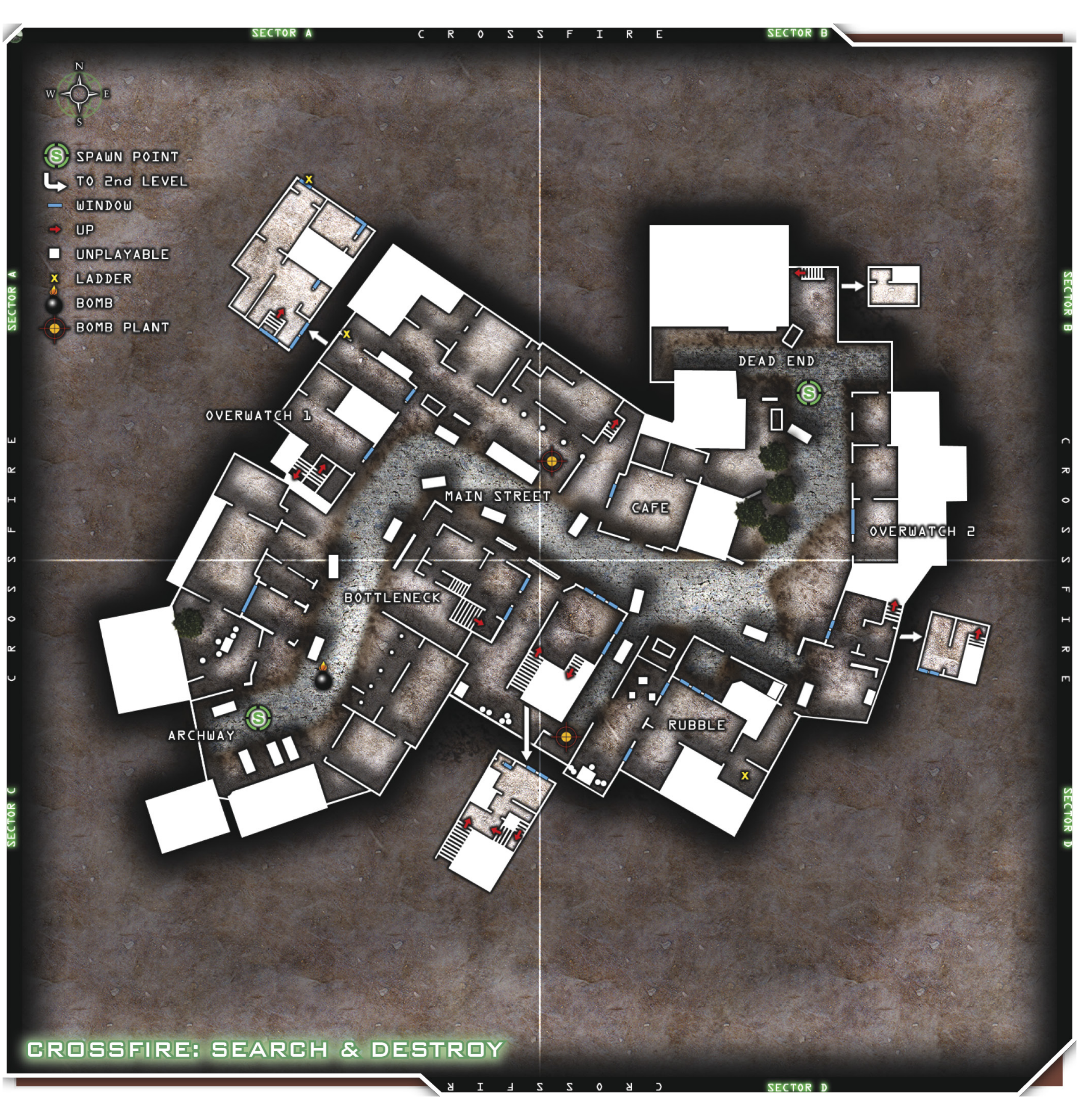
Tips & Locations

The Café and adjacent buildings, as well as the Rubble building and Bottleneck building, are ideal for ambushing and accessing the opposite ends of the map. The two Overwatch buildings are great for teams to control, and for snipers. Most engagements occur right down Main Street, so be ready to duck into one of the perimeter buildings for cover or relocation. The Bottleneck building has a large hole in the eastern wall that you can use to ambush flanking enemies. Or you can booby-trap it with Claymores or C-4.

Many secondary levels afford you great lookouts and sniper points. Be sure to watch for enemy snipers waiting pick you off. Try planting C-4 on some of the disabled vehicles scattered along the main road. Find a good second-story vantage point, and don't worry about sniping enemy players. Instead, wait for a group of enemies to wander near your trap, and snipe the C-4 pack that you've planted. The explosion will be twice that of C-4 alone, because the car will explode.

Snipers on this map can grab a UAV just about as easily as your ground-pounders, so call one in as soon as you can. Just make sure that your buddy isn't calling one in at the same time. Again, try to stagger your UAVs so that you get a continuous stream of radar sweeps. Once you know where the enemy is, you can decide as a team how to proceed. On the second level of the Overwatch 1 building, there's a couch you can crouch behind for some great surprise attacks. Just remember that it's only soft cover and the enemy can shoot through it. This could be bad if you're using it for protection, but you can continue blasting through it if someone stumbles into your trap. The Overwatch 2 building offers a closet on the second level that's also a prime spot for an ambush. You can even set up Claymores to assist you in laying your trap.

The northern building offers a decent sniping platform that you can access by jumping from the east end of the building. This is a good place to hide out and cover the Overwatch 2 building if your team is camping out there. Overwatch 2 offers some rubble on the second floor for cover, and will allow the snipers to see almost the entire map. Conversely, Overwatch 1 gives players a nice second story with windows, so you're protected while sniping down the Main Street.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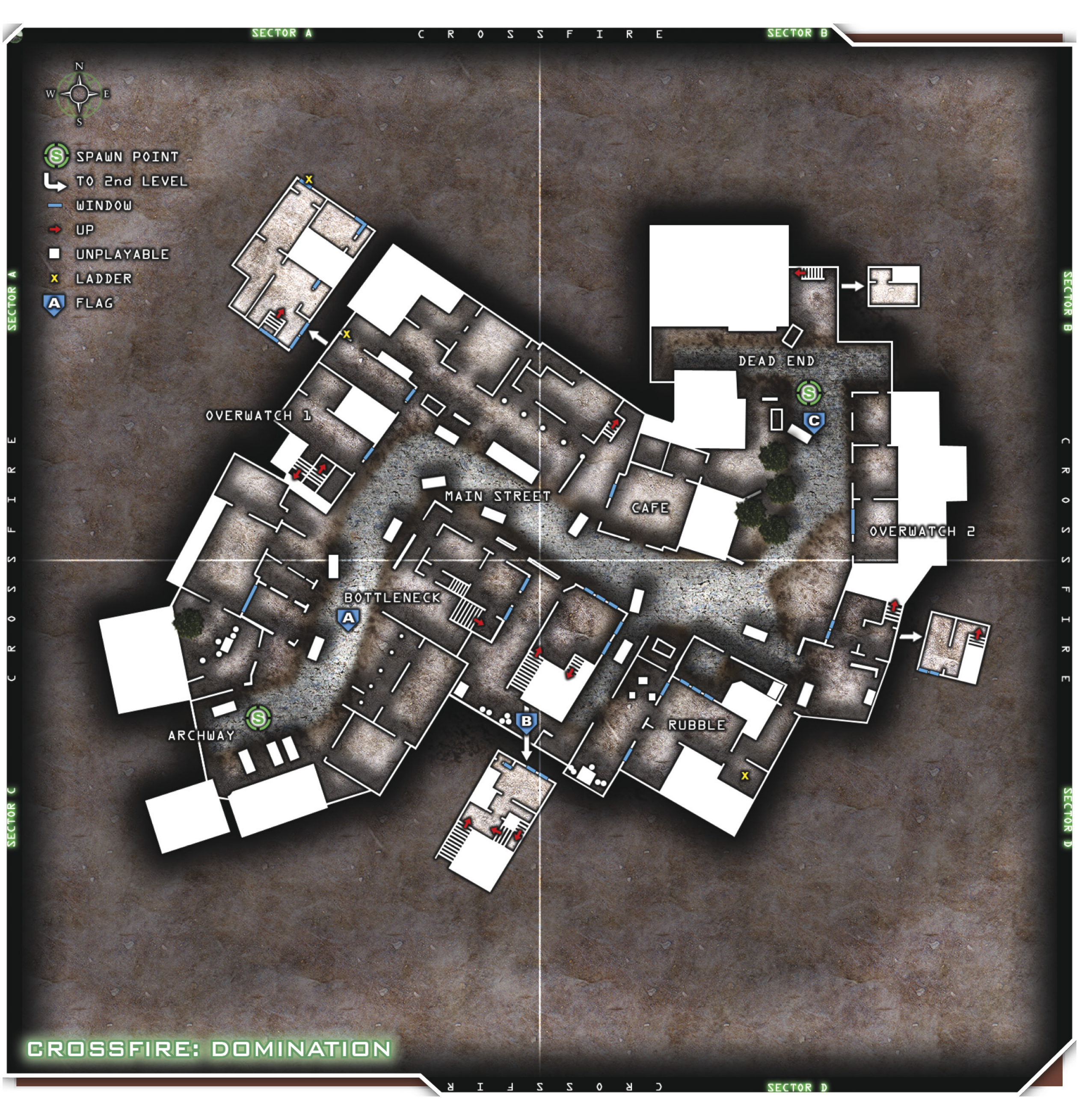
RUBBLE

CROSSFIRE: SEARCH & DESTROY

Team Tactics

Taking the aggressive approach on this map will require some patience. Gather your team and begin moving from the Dead End toward Overwatch 1 by way of the southwest. You can move into the Café building and smoke the road to move to the Rubble building, or you can progress through the Overwatch 1 building to the Rubble building. Once you've gotten your team to the Rubble building, move up through the southern side of the map via the buildings.

Here's a great maneuver to employ in combination with this tactic: As you move your entire team from the Dead End to Overwatch 2, make sure you keep an eye on who has just died. When someone on your team dies, have your whole team hold up and take cover until your fallen teammate can respawn. He should rejoin the game very close to your team's position. Give him whatever cover he needs to get back into formation. Once he's rejoined the crew, continue moving up the south side of the map to your destination.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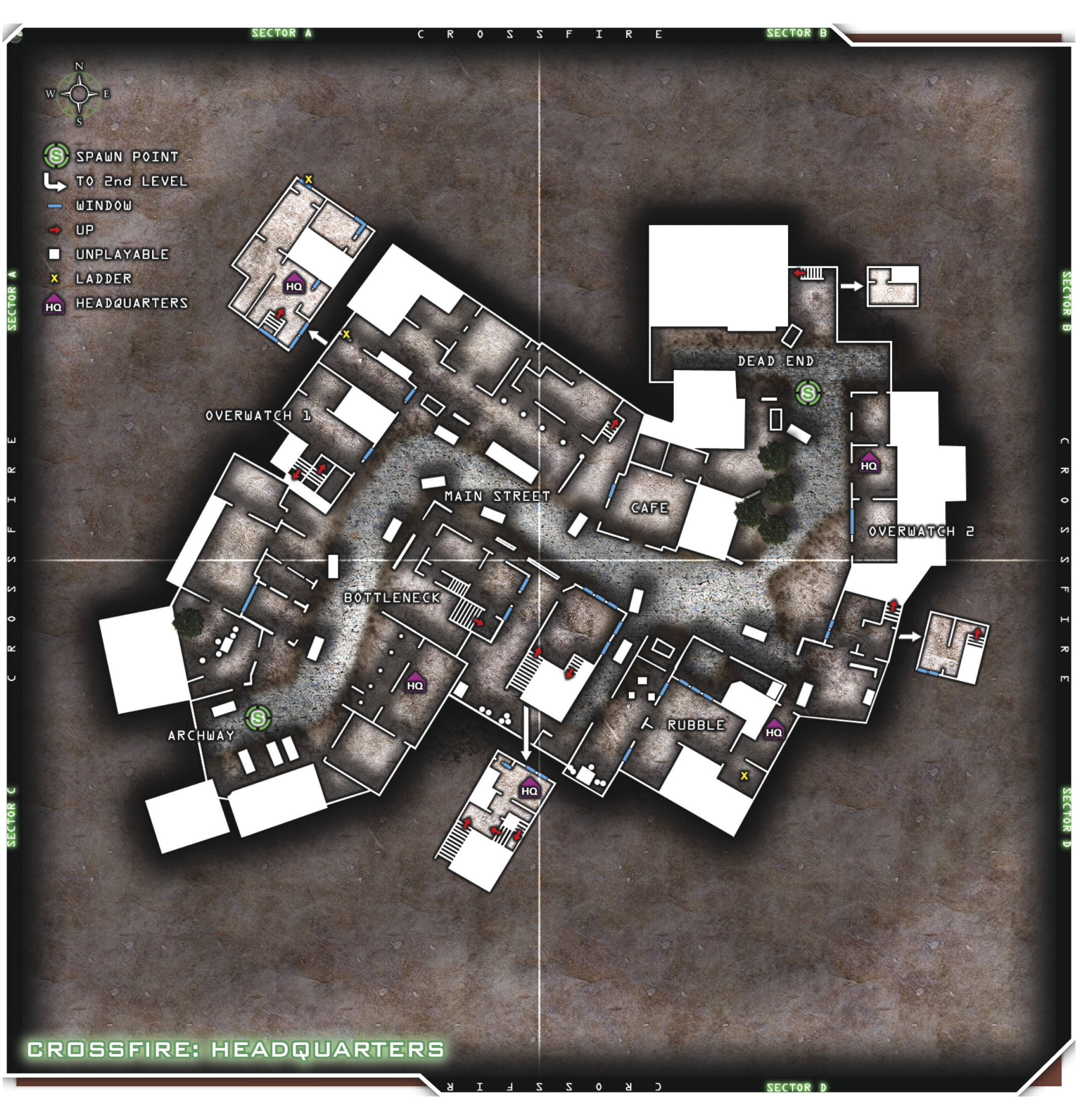
CROSSFIRE: DOMINATION

A more conservative approach is to take control of one of the buildings nearest your spawn. Let's say you're spawning at the Archway on the west side of the map. Move your whole team to Overwatch 1 and commandeer it. There are two levels in this building, with multiple entrances and windows. Set up a player on the east side of the first floor to guard the entrance and the ladder. Have a couple of players watch the front or south side of the building while they relay any intel about ground movement headed in your direction. Put a couple of long-range riflemen upstairs to shoot from the balconies or windows, and have a player watching the stairs just in case someone gets past your first-floor team. Use frequent communication to let your team know if you're in trouble or if you can take care of it yourself. Having everyone in the same building will afford you the luxury of pulling a player or two off their positions to come help out. Those snipers are slackers! Make them earn their keep.

Keeping this tactic in mind, try moving your entire crew from base to base. Once you've set up camp in one building and held it down for a bit, wait for things to get a little hairy or die down. Then regroup, head to the next building, and move in. Camp out there for a while and move the battle closer to the enemy. Continue to move your team from building to building, not just to clear them out, but to set up shop and become a dominant force.

Split your team into two squads of three, and decide who will be moving up which side of the map. Initially, both teams should pop smoke on the Main Street to conceal your master plan. Then both teams should split off and move into the Café and the Rubble building, respectively. The only reason you're moving through these buildings is to conceal your advance. When you're moving from the Rubble building to the Bottleneck building, you can bypass the building between them by moving around back. It's okay to split up your squad for a second to maneuver from the Rubble building to the Bottleneck building. The northern advance team may need to use more smoke than the other squad. You can move from the Café to the adjacent buildings north of it, but you'll have to expose yourselves in the street for a brief period of time. Use smoke when you need to break out into the street.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ARCHWAY
RUBBLE

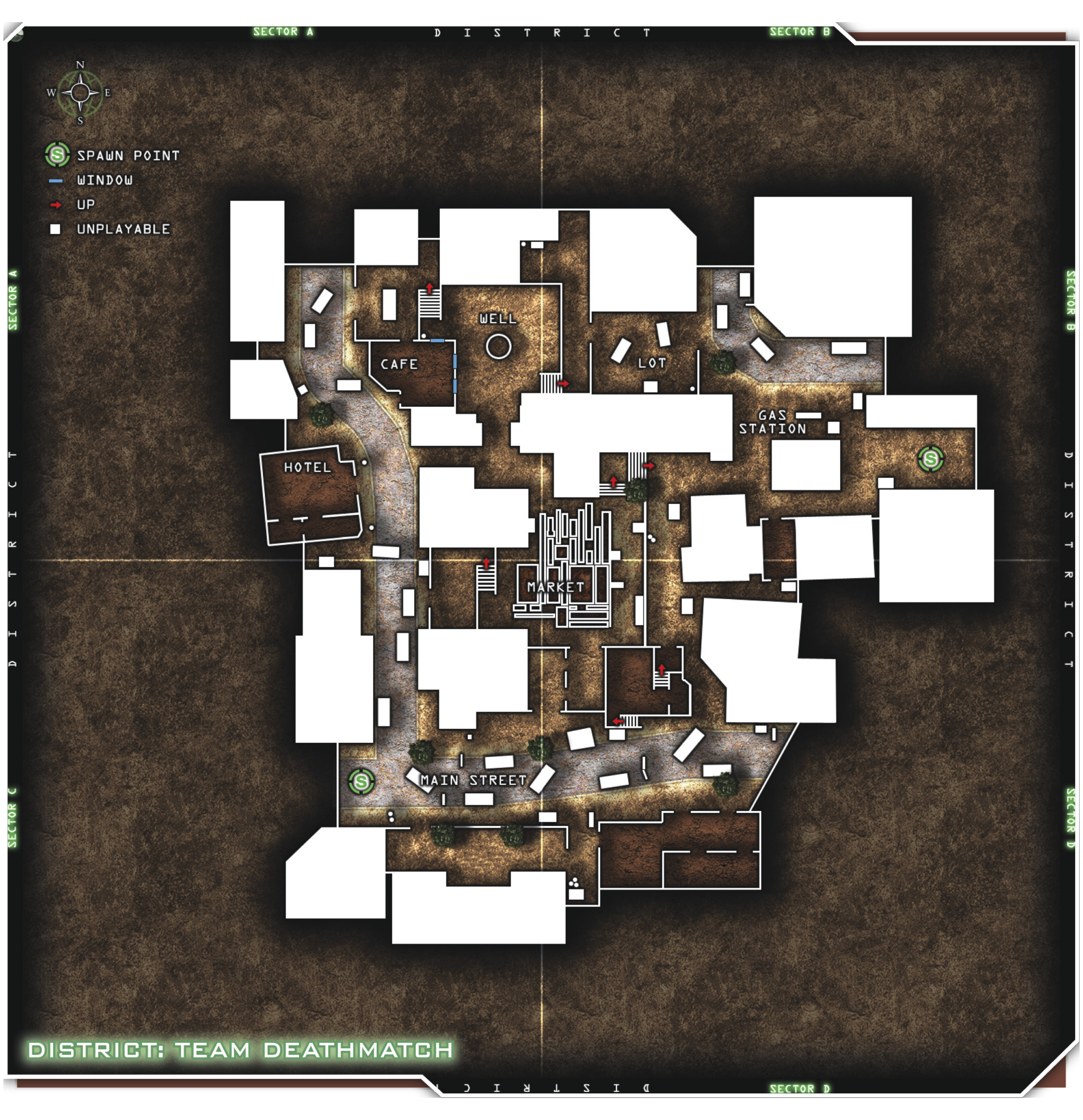
CROSSFIRE: HEADQUARTERS

Once both teams have made their way to the opposite end of the map, stack up each squad on an opposite entrance, and use your breaching skills to enter and clear the building one level at a time.

CALL OF DUTY
INFINITE WARFARE

Map Tactics

District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SECTOR C
SECTOR D
DISTRICT: TEAM DEATHMATCH

U.S. Forces vs. OpFor. This is a large urban area centered around a marketplace in the late afternoon. Several streets and alleyways make it difficult to pin down enemies. There are only four accessible building interiors throughout this map, but plenty of ambush locations.

The suggested loadouts are ideal for this map. The Basic Assault class is a great choice for watching over the marketplace and lobbing grenades from your launcher. By running with Juggernaut, you'll be able to survive just a bit longer than the enemy. Use the Extreme Conditioning perk to sprint after enemies who are trying to fall back. The CQC class is designed for high mobility and deadly bursts of fire from your submachine gun, combined with the Double Tap perk. Use your grenades to force enemies from one place to another. And because you'll be running after enemies at close range, the Martyrdom perk will help thin the crowd.

Suggested Loadouts

Basic Assault

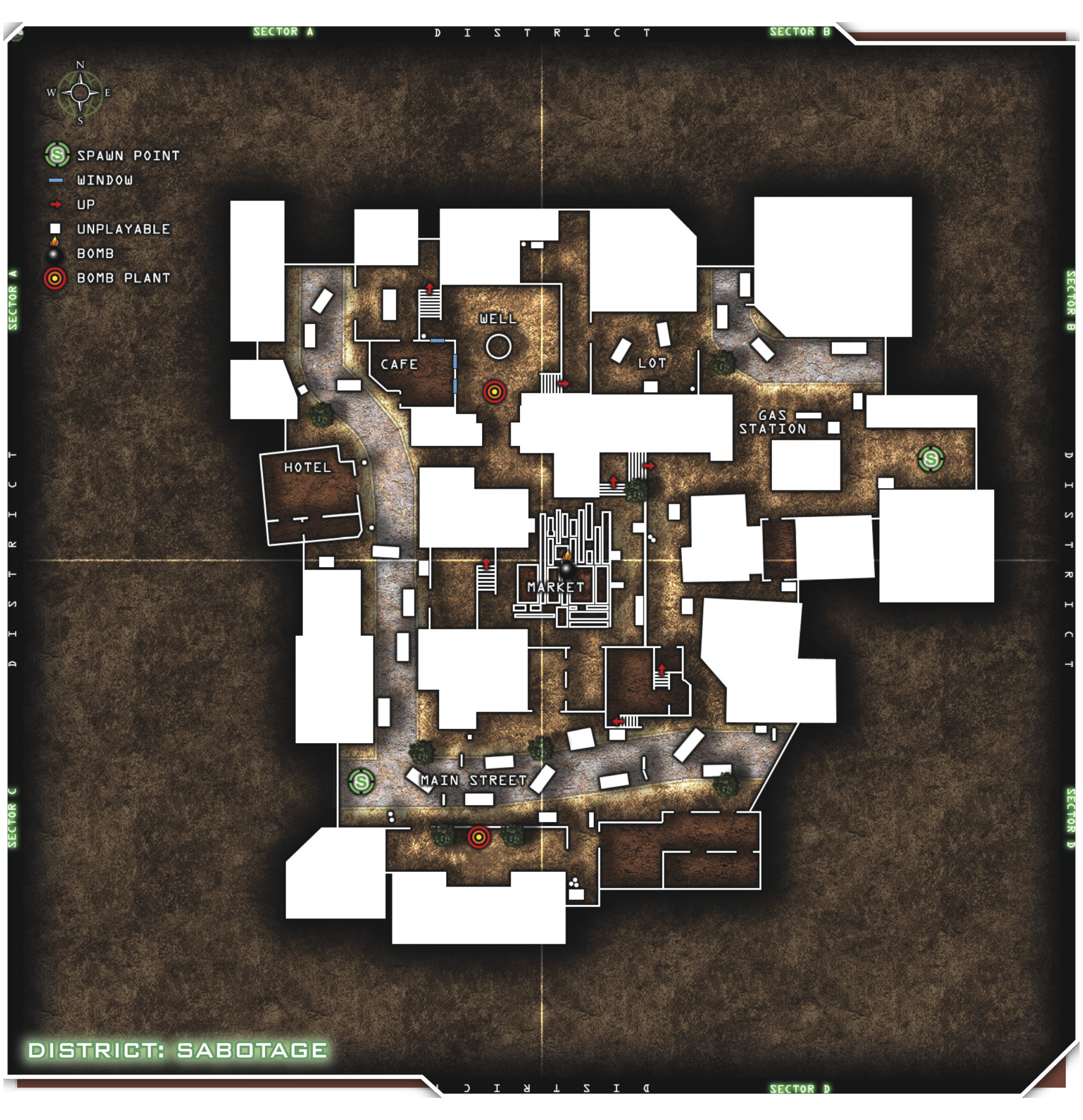
Slot	Name
Primary Weapon	G36c
Notes/Attachment	Grenade Launcher
Side Arm	USP
Special Grenade	Smoke
Perk 1	DISABLED
Perk 2	Juggernaut
Perk 3	Extreme Conditioning

CQC

Slot	Name
Primary Weapon	Mini-Uzi
Notes/Attachment	Red Dot
Side Arm	M1911
Special Grenade	Smoke
Perk 1	Frag x3
Perk 2	Double Tap
Perk 3	Martyrdom

Tips & Locations

The Market is the center of battle most of the time. Use some of the elevated areas surrounding it to eliminate your enemies from the high ground. The building on the southeast corner offers a bit of protection while shooting down into the Market. The Market itself is littered with tables and carts and corners to hide in and wait for passing enemies. You can get on top of the awnings and canopies if you need to escape, or just want to switch things up a bit.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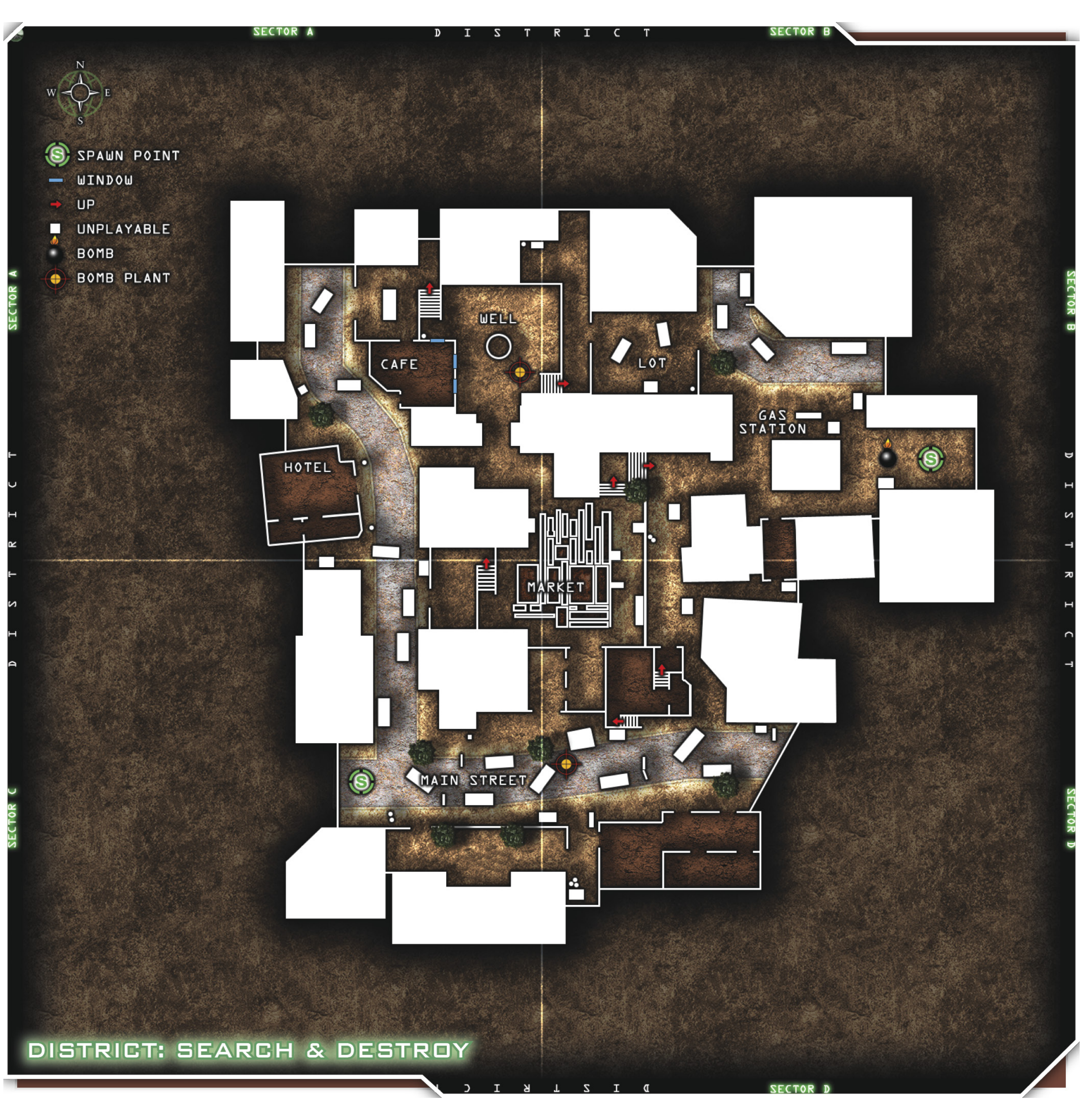
DISTRICT: SABOTAGE

The streets just north of the palace and west of the Market are good places to move your entire team from one place to another, but you must use a distraction or some sort of cover (like smoke grenades) to get through unscathed. Use the alleys throughout the map to navigate around your enemies. Keep your knife at the ready, because there are many corners where players can suddenly run into each other. Make good use of grenades to eliminate enemies that you can't get a shot on, and also to clear your path. Try tossing one at the end of the alley or street you're trying to navigate. The enemy will hear it coming and back off, giving you a chance to make it to the end of the alley. Also note that there are a few red barrels located around this map. We all know what red barrels do, right? Kablooey!

There aren't very many places to camp out on this map, so remain mobile at all times. Set up behind good cover when it's available, but get your shots off and move along. The palace is somewhat out of the way. Set up there for some long shots down the secondary street running south to north. Use the half-wall to protect you while you get off a couple of shots. The Market itself is recessed into the ground, which makes for some great back-and-forth battles from the half-walls surrounding it. Try crouching and then popping up to pick off enemies opposite you. When you crouch back down, most likely the enemy will be waiting for you to pop back up in the same place. Crouch over to the left or right while keeping your crosshairs trained on the enemy's last position.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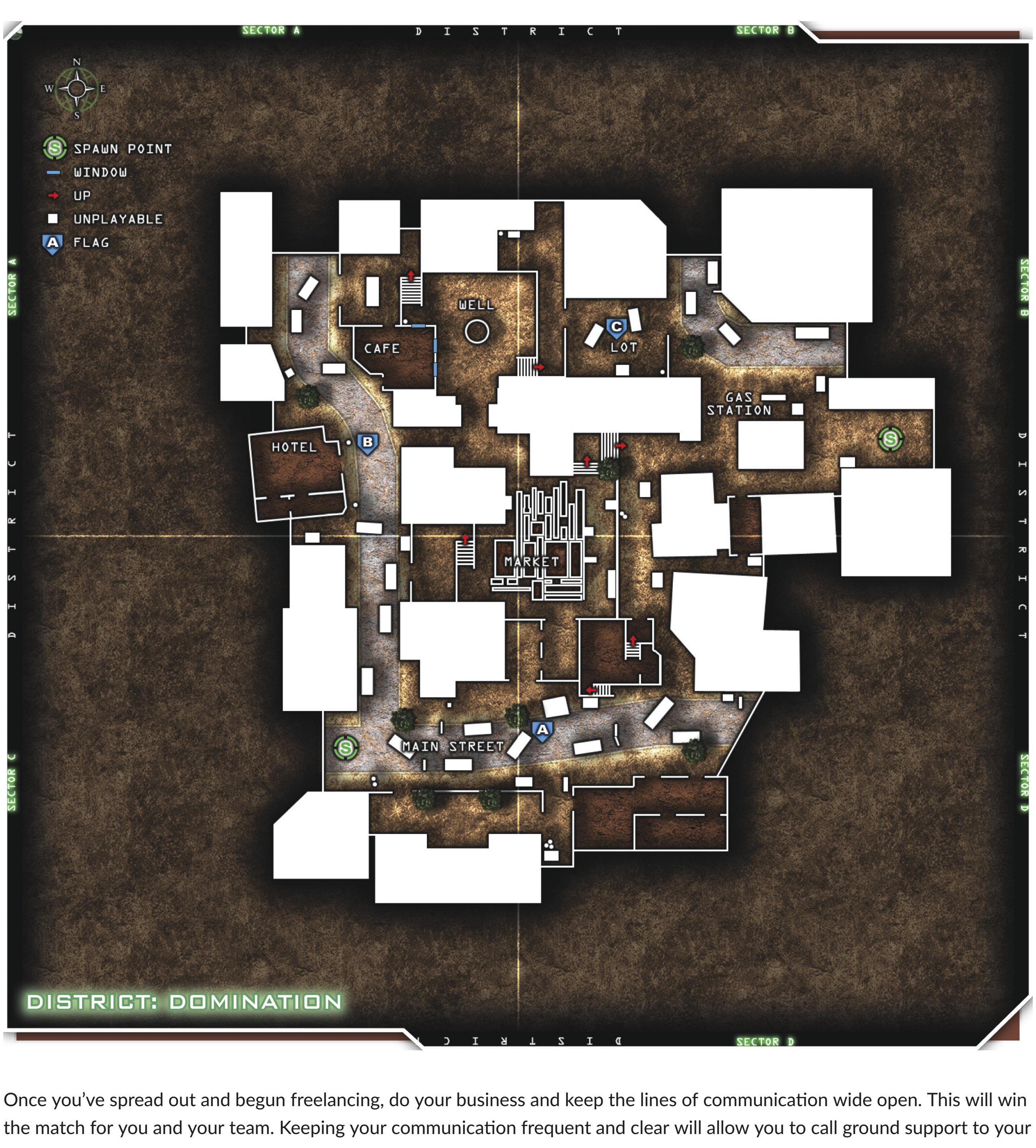
DISTRICT: SEARCH & DESTROY

Team Tactics

For this plan of attack, move like water throughout the level. Everyone should load out however they feel most comfortable. Use the preceding suggestions to help you decide. Then everyone should fan out, almost like spokes spreading out from a wheel hub. Move outward and freelance. In other words, everyone should do what they feel most comfortable doing, whether it's camping, rushing, grenading, or sniping. Just be sure you don't end up with a team full of snipers on a run and gun map.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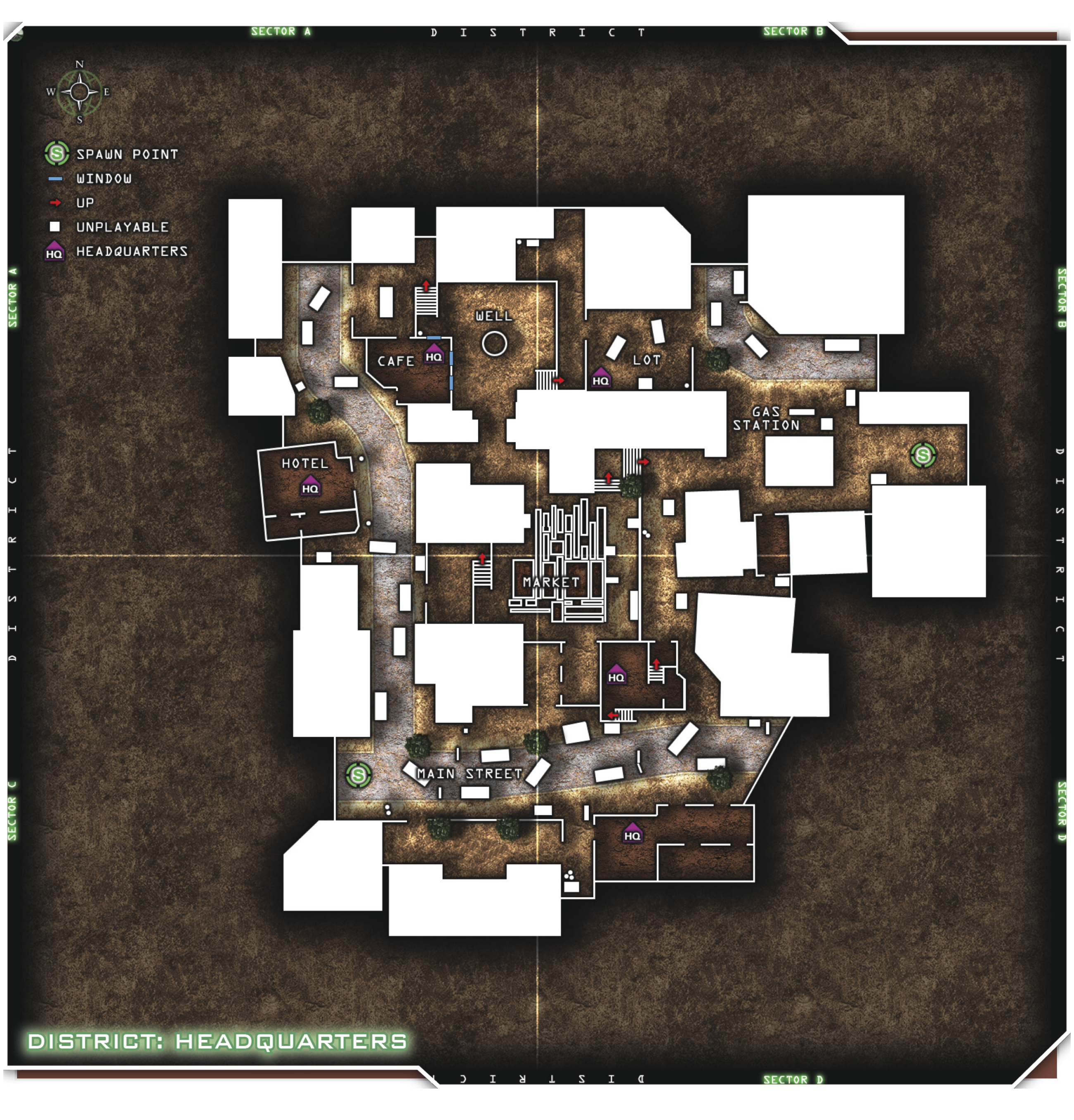
DISTRICT: DOMINATION

Once you've spread out and begun freelancing, do your business and keep the lines of communication wide open. This will win the match for you and your team. Keeping your communication frequent and clear will allow you to call ground support to your location. Note all the area names on the map, and use them along with compass points when calling your buddies. If Timmy gets caught in the Market, answer his girlish screams for help and flow together as a team to disperse his attackers. Once you've cleared the area and given Timmy a lollypop, go back about your business and be ready to flow back together at any given moment. This is a good plan, because there are many avenues to reach any location fairly quickly.

Okay, let's get the team back together and try moving as a mob. Gather around and make your way in a fairly tight group around the perimeter of the map. Use the main streets to navigate your way around, and then spiral the team toward the inevitable hot zone: the Market. Always keep a good distance between teammates. This is easier said than done. Not everyone will be loaded out the same way, and some players will move more slowly or quickly than others. Try to keep your spacing. One well-placed grenade can wipe out a good chunk of a squad if they're running too tightly together.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DISTRICT: HEADQUARTERS

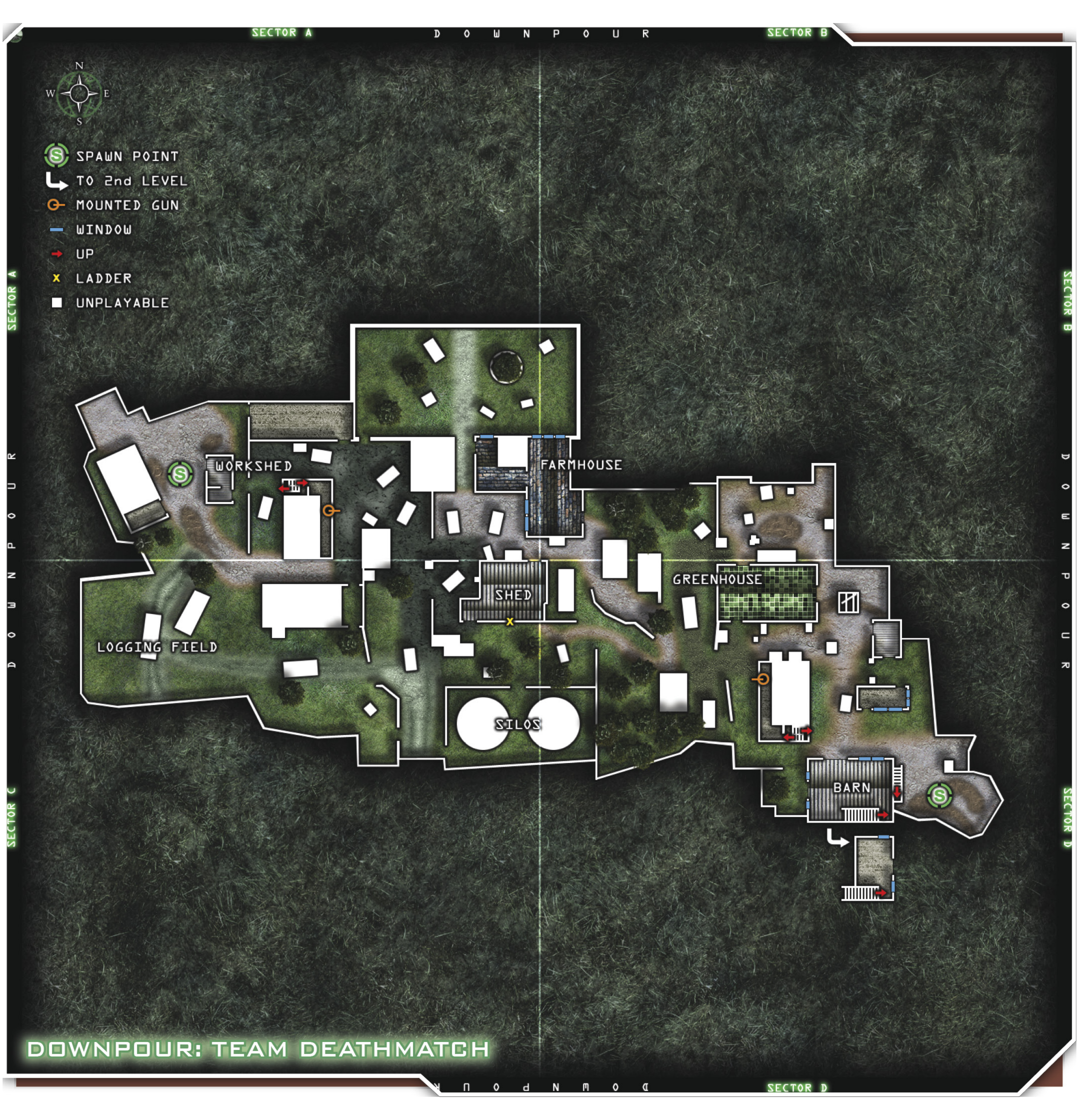
If you find that you've pinned down the enemy at a spawn point, don't let them out. They'll have to get through you to get free. Set up a perimeter and cordon off the area. Essentially this is spawn camping, but it's not your fault. Tell them to quit crying and fight their way out of it like men!

Wingman teams also work well on this map. Split up into teams and try a wingman freelance. This tactic will allow ultimate mobility due to the small team sizes, while still allowing you to call in support from your other wingman teams when necessary. Try splitting your teams into all areas of the map, so that you can effectively cover more ground at once. Then call in your buddies for support. After you've been called in to support another wingman team, you may decide that you should remain together as a larger squad for a while. This is fine. Just continue to work as individual wingman teams within your new squad.

CALL OF DUTY
INFINITE WARFARE

Map Tactics

Downpour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DOWNPOUR: TEAM DEATHMATCH

Spec Ops vs. Spetsnaz. This map is a farm on an overcast, rainy day. Lots of vegetation allows for great stealth maneuvering and use of the ghillie suit. The weather on this map makes for low visibility, but some good cover as well. Use it to your advantage whenever possible.

◆ SEA SNIPER TIP

If possible, use the prone position to snipe. It's hard for enemies to see you when you're hiding in the grass.

These classes are great for keeping mobile, stealthy, and deadly. The Silent Assault kit lets you move in and out of cover and around the map without making a sound or getting lit up on radar, while the Mid-Range Sniper CCS lets you pop off some deadly one-shots whether your enemy is hiding behind cover or not. The increased damage from Stopping Power, combined with the Deep Impact perk, will let you shoot through most cover on this map and retain your bullet damage.

Remember, these are only suggested loadouts, and you can mix and match whatever you like whenever you want. With the Silent Assault kit, you could replace the Dead Silence perk with Steady Aim to increase your accuracy while ground-pounding. With the Mid-Range Sniper, you could swap out your G3 for a Barrett .50 cal and your Stopping Power for Overkill, and take an assault rifle with you as well. The choice is yours.

Suggested Loadouts

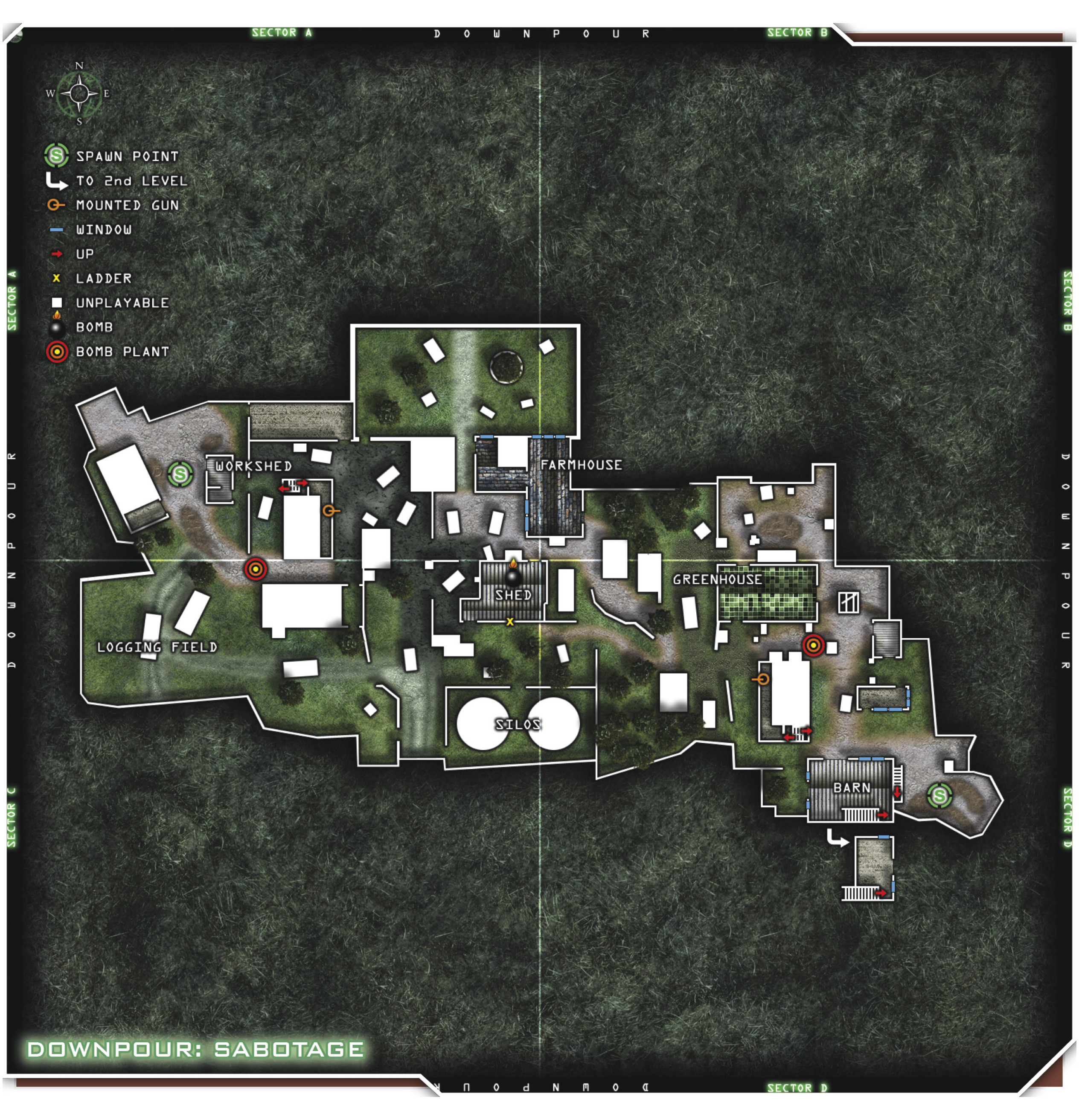
Silent Assault

Slot	Name
Primary Weapon	M4 Carbine
Notes/Attachment	Silencer
Side Arm	M1911
Notes/Attachment	Silencer
Special Grenade	Smoke
Perk 1	Claymore x2
Perk 2	UAV Jammer
Perk 3	Dead Silence

Mid-Range Sniper

Slot	Name
Primary Weapon	G3
Notes/Attachment	ACOG Scope
Side Arm	M1911
Notes/Attachment	Silencer
Special Grenade	Smoke
Perk 1	Claymore x2
Perk 2	Stopping Power
Perk 3	Deep Impact

Tips & Locations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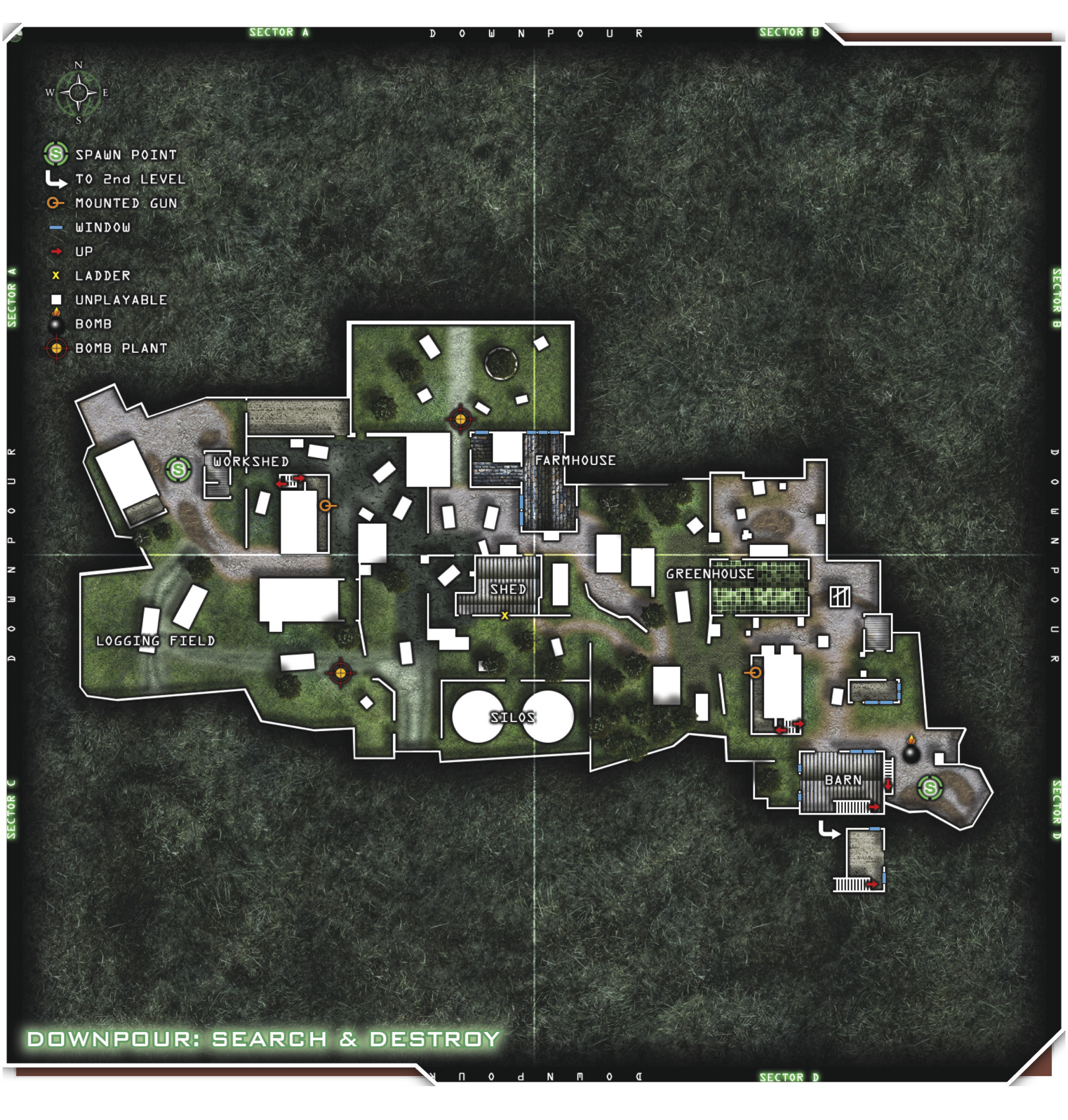
DOWNPOUR: SABOTAGE

Major locations on this level include the Barn, which consists of an open lower level with access on the west and north sides and an east entrance to the second story. The second level offers a north-facing window, while the entire upper level overlooks the lower level. The Greenhouse on the east side of the map offers some great foliage for cover, as does the Logging Field on the opposite end of the map. The Workshed can provide temporary concealment if you're not lit up on radar, but remember that it's only soft cover and can be shot through. Most of the action will take place at the Farmhouse to the north, the Silos to the south, and the Shed in the middle. The building just northwest of the Barn offers a great balcony for shooting down on enemies.

This map is a perfect choice for running silent. There are so many places to hide, especially with a ghillie suit, that you'll need radar to see anybody at all. Of course, you'll get a few run-and-gunners coming at you from time to time, but running silent will be key to your perpetual ownage. For the Silent Assault class, don't worry about opening up on the enemy. They won't see you on radar and probably won't locate you until it's too late. The Dead

Silence perk will help keep the noise down when you're moving from spot to spot. Always use cover and communication to hide while you gather your troops and point them in the direction of the enemy. Never stop in the middle of town to tell your team what's going on. Even if you just need to reload, duck and cover while you bang in another magazine. Always remember that your movement will give away your position; even minor controller adjustments can be seen by the enemy. Be patient and wait for the most opportune time to readjust or relocate yourself.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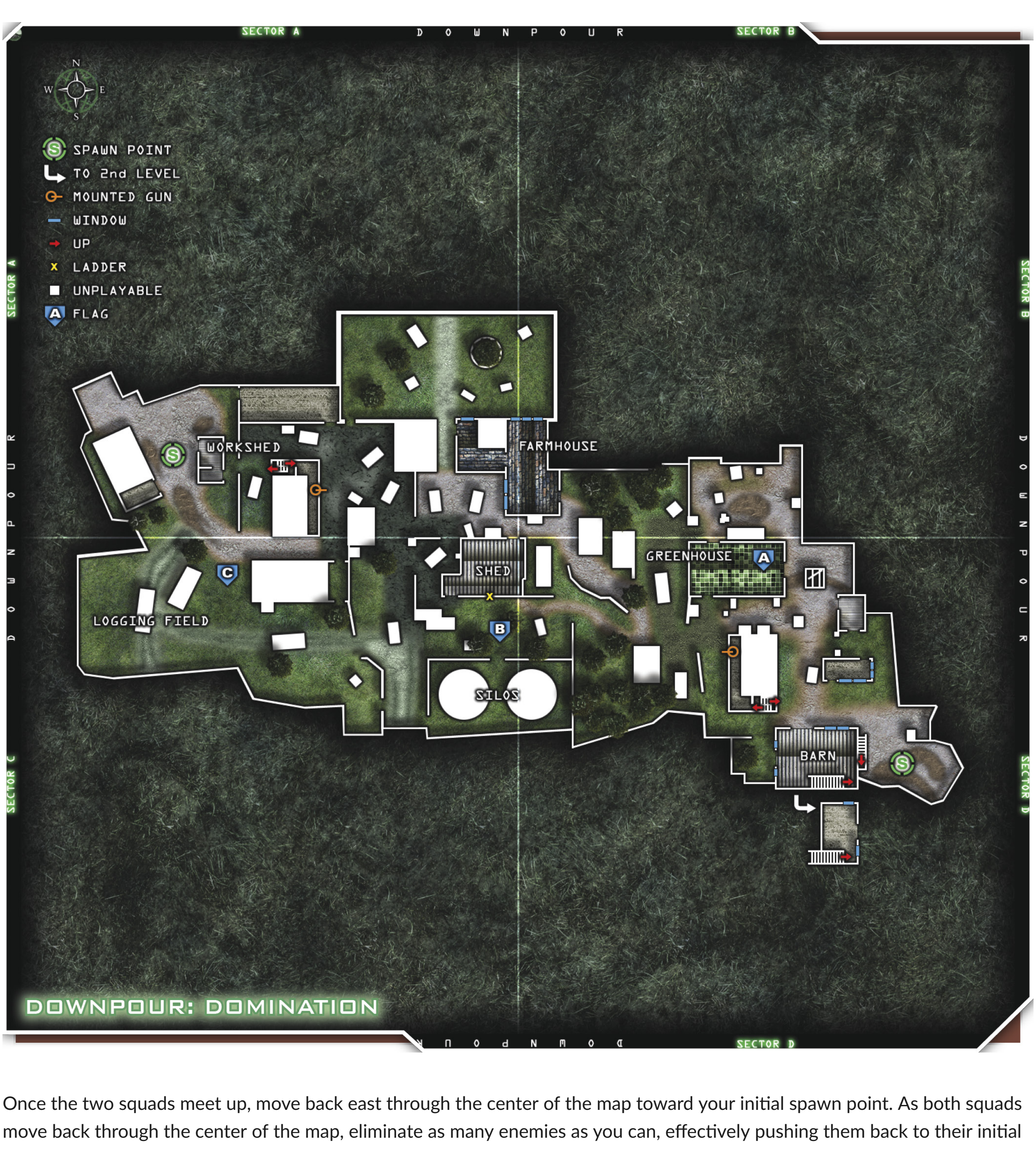
DOWNPOUR: SEARCH & DESTROY

Due to the weather and cover on this map, you can use the perimeter and walled-off areas, such as the Silo walls and makeshift walls around the Shed, to maneuver to your position. You can make your way southeast from the Workshed to the Silos without ever having to go near the center of the map. This map can be a tug of war when teams start meeting in the center and on either side of the Shed. Use this to your advantage, and make your way around the enemy using cover and the grassy perimeters.

Team Tactics

Since there are only a couple of buildings that offer good cover on this map (the Farmhouse and the Barn), you may want to work in roving squads. Split into two squads and head off in different directions, with the main objective being to sandwich your enemy. One team should move from the Barn spawn west through the Silos and then break north toward the center of the map. The other squad should immediately head north through the Greenhouse and up through the Farmhouse, before cutting south toward the center to rendezvous with the other squad. If your squads are using the Silent Assault CCS, they shouldn't have any problems getting where they're going.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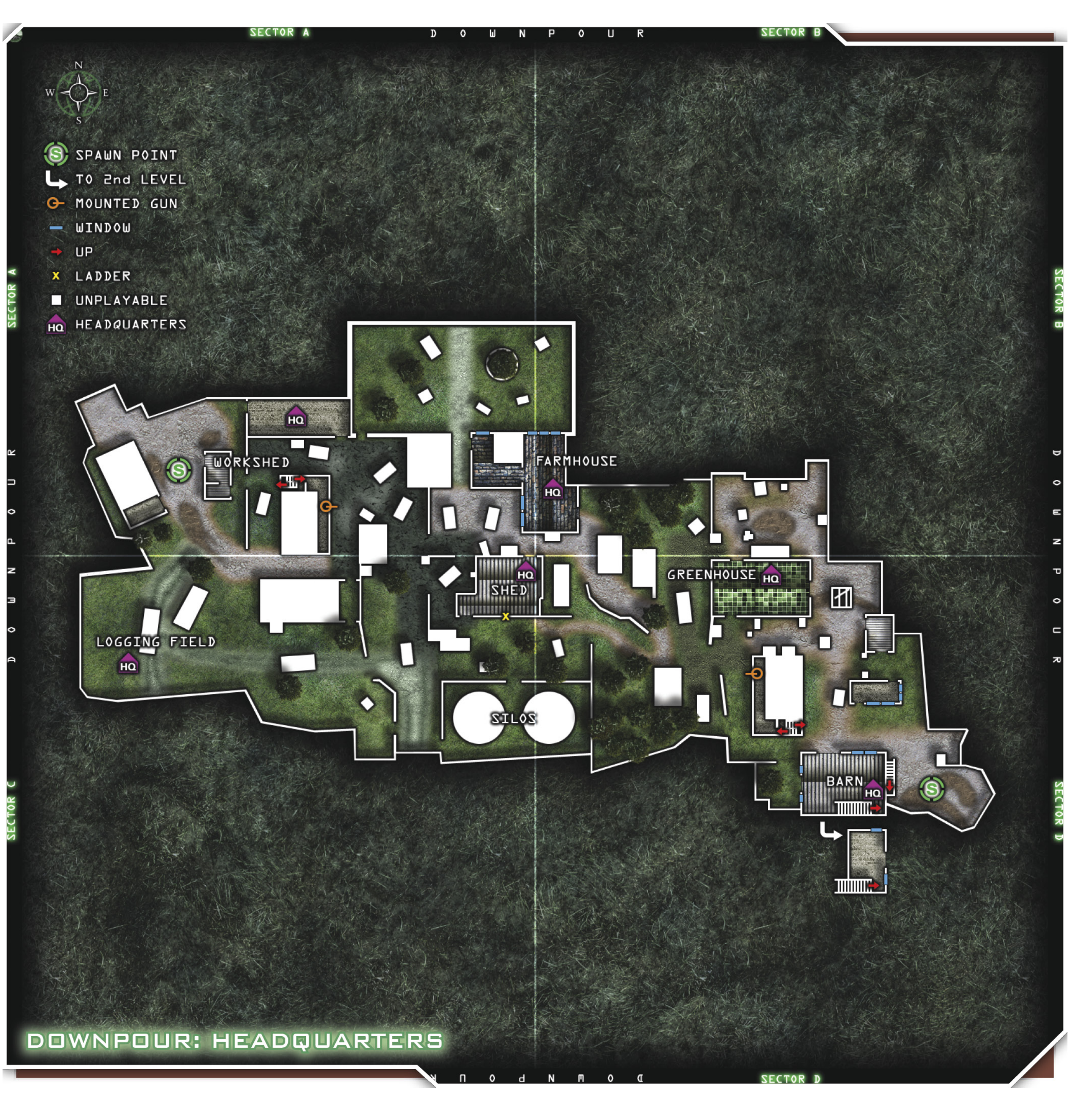
DOWNPOUR: DOMINATION

Once the two squads meet up, move back east through the center of the map toward your initial spawn point. As both squads move back through the center of the map, eliminate as many enemies as you can, effectively pushing them back to their initial spawn. Once you've cleared the area of bad guys, split back into two squads, run your routes again, and meet farther back toward the enemy spawn to pin them in.

This map is another great excuse to use the walking unit technique. Move out from your spawn point in a single unit, and decide which way you plan to move. If you're starting at the Barn spawn (east), make your way north through the Greenhouse and the Farmhouse. If any of your teammates get picked off along the way, everyone stop and take cover to wait for your fallen teammate to regroup. Once he's back from his smoke break, continue moving forward to the Workshed. From there, run the perimeter of the map back to your initial spawn, stopping and taking cover if one of your team gets hit. When you make it back to your spawn, start the run again while staying together, but make for the center of the map to clear out the enemies you've herded there. This is a great time to pop off a couple of grenades and coat the inside of the map like explosive Pepto-Bismol.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DOWNPOUR: HEADQUARTERS

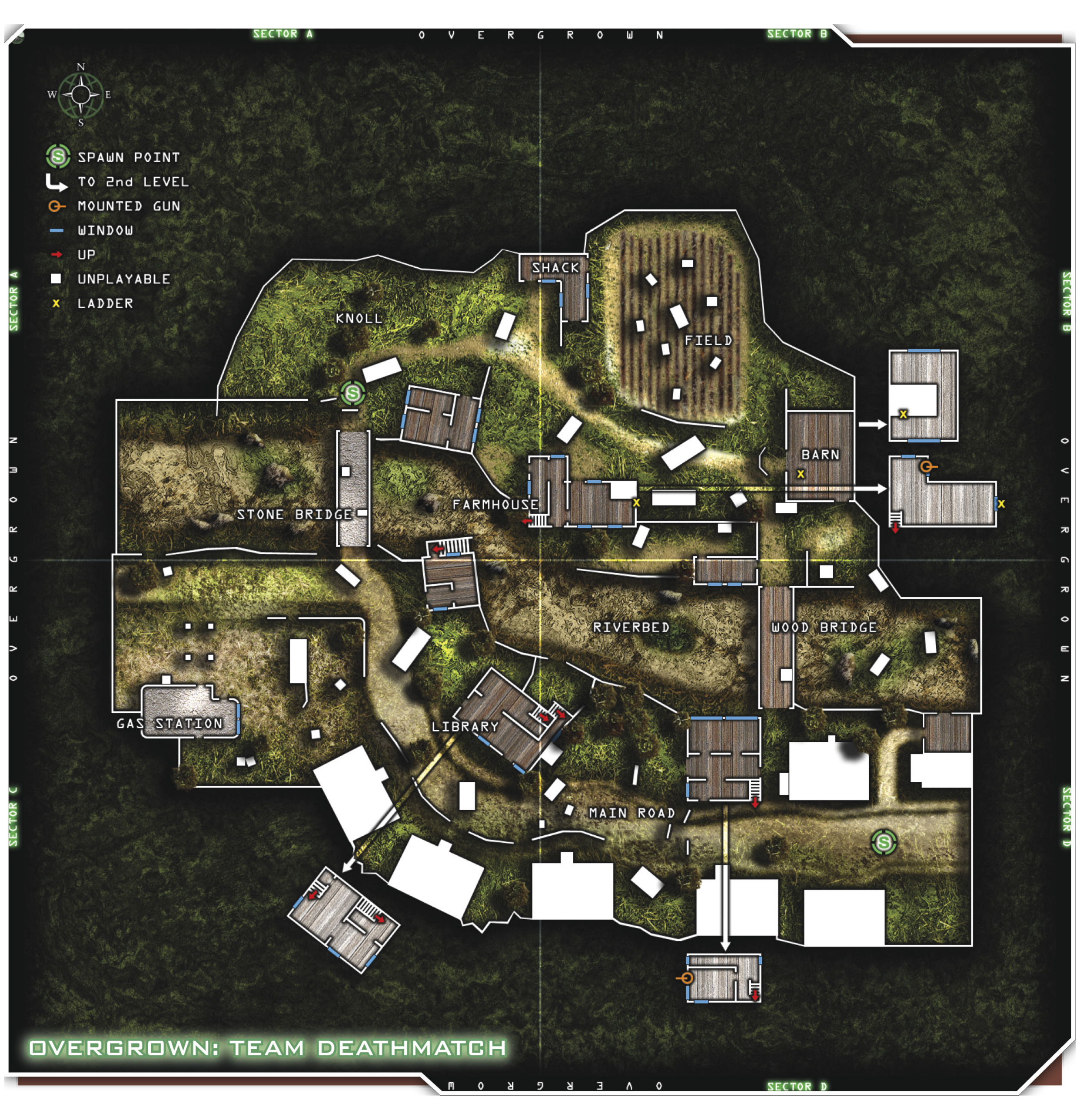
You can run wingman teams here, but it won't be as easy as sticking together. Although you and your wingman will be more mobile than a mob, it will be more difficult to regroup with your other wingman teams when needed. Be careful about using this tactic on this map. It can work if you make it work.

Here are some ideas… Have each wingman team take up residence in a fortifiable area, such as the Barn, the Shed, and the Farmhouse. From these positions, you can effectively hold your own. If you can take and hold the Farmhouse with one wingman team and the Shed with another team, you may decide to call up your Barn team to create a defensive force just outside those two buildings, or even to split up and send one extra player to each building to help lock it down even further. If you decide to run this tactic, consider grabbing the Claymore x2 perk to assist in your defense.

CALL OF DUTY
INFINITE WARFARE

Map Tactics

Overgrown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WOOD BRIDGE
GAS STATION
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MAIN ROAD
SECTOR C
SECTOR D
OVERGROWN: TEAM DEATHMATCH

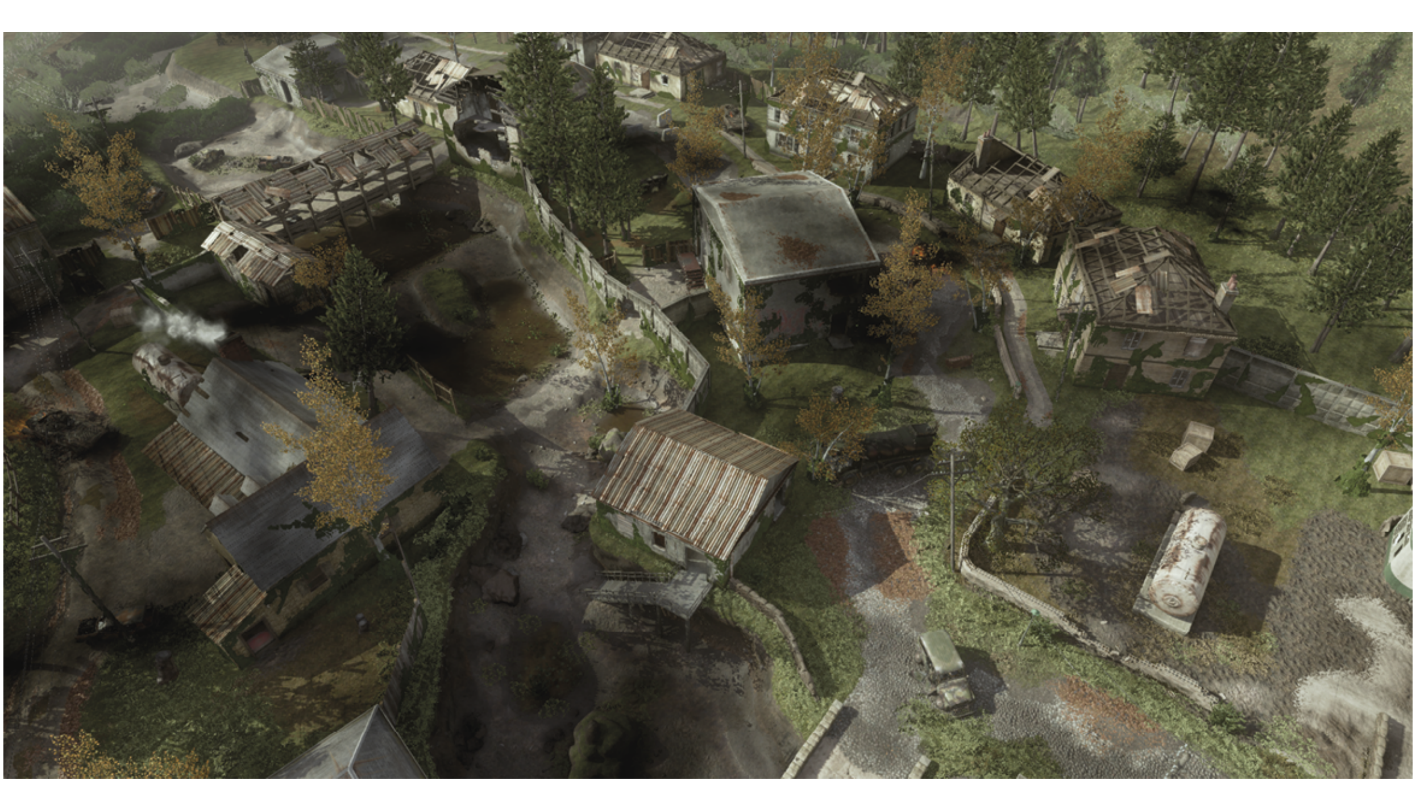
Spec Ops vs. Spetsnaz. This map also takes place on a farm, but the time of day is morning. A dried-up Riverbed separates the farm from the small abandoned town on the south side. Two main bridges connect the two sides of the level, and a Main Road runs down the center of the town on the south side. There are several buildings accessible on both sides of the Riverbed, and lots of vegetation in which to take cover.

◈ SEA SNIPER TIP

Use the sprint feature when moving across wide open spaces. It will be harder for snipers to hit you.

While there are many loadouts to choose from and customize, these two are good choices for this map. The Ghost Sniper CCS is brilliant for settling down in the Knoll or the Riverbed. Just plop a couple of Claymores down behind you and get comfortable. Your UAV Jammer will prevent you from being detected on radar sweeps, but when you fire your weapon, you'll be lit up like a cigar. Try to remain as still as possible after firing so your movement doesn't give away your position. The enemy will be able to see your approximate location, but not your exact position. You won't stay lit up forever, so sit still for a bit after each shot. The Sleight of Hand perk will help you jam extra rounds into your SVD at top speed.

Mid-Range Support Rifleman is a great multi-purpose class. You've got everything you need to get the job done: a decent zoom on your primary weapon for those across-the-Riverbed firefights, the AK74u with Red Dot for your close-quarters room-clearing and running-and-gunning, smoke to cover your intentions, and of course, three grenades to clear your way and empty out your house. As always, stick to cover and move from building to building via Extreme Conditioning.



Suggested Loadouts

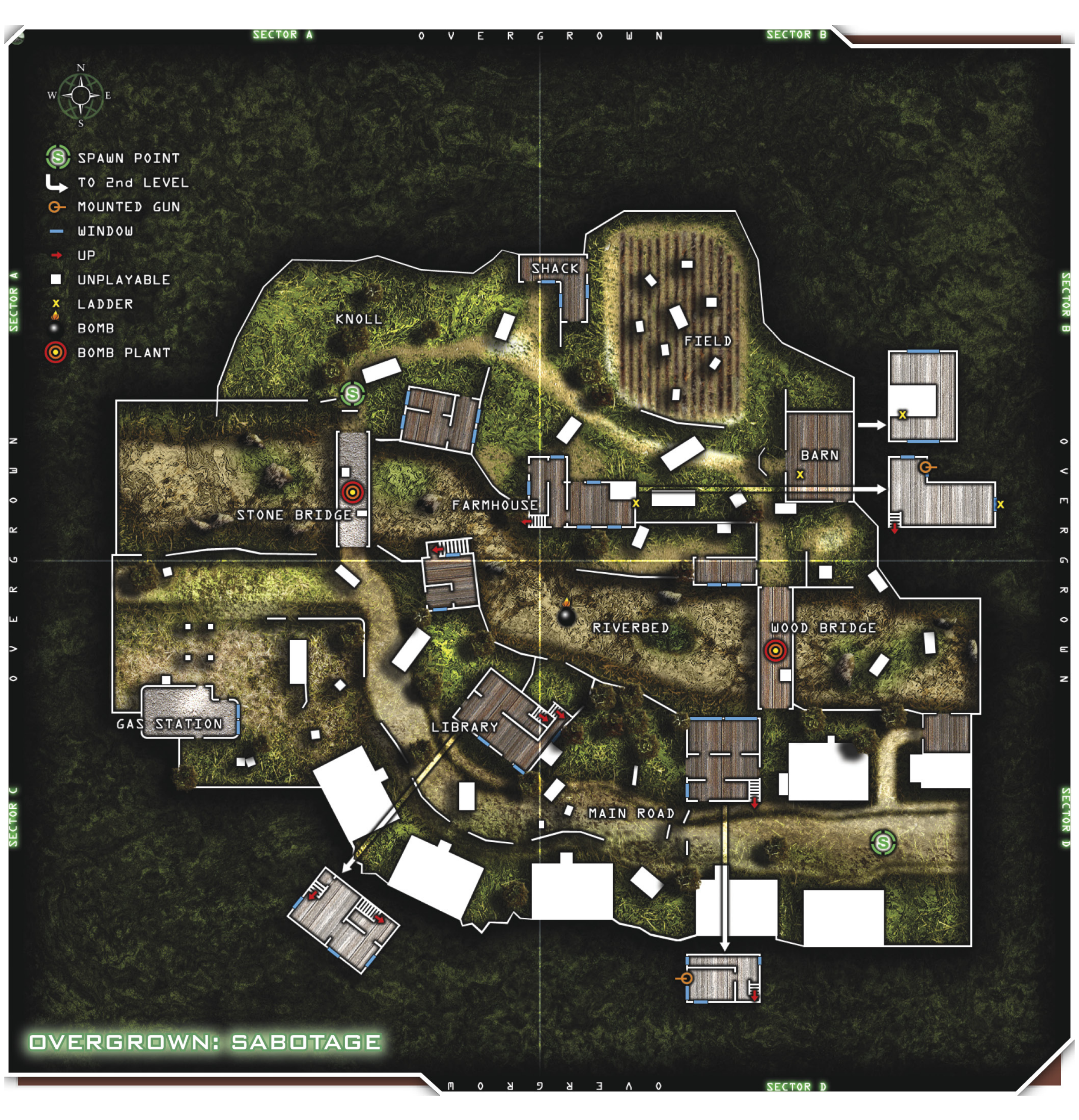
Ghost Sniper

Slot	Name
Primary Weapon	SVD
Side Arm	M1911
Notes/Attachment	Silencer
Special Grenade	Smoke
Perk 1	Claymore x2
Perk 2	UAV Jammer or Sleight of Hand
Perk 3	Dead Silence

Mid-Range Support Rifleman

Slot	Name
Primary Weapon	M14
Notes/Attachment	ACOG Scope
secondary Weapon	AK74u
Notes/Attachment	Red Dot
Side Arm	M1911
Special Grenade	Smoke
Perk 1	Frag x3
Perk 2	Overkill
Perk 3	Extreme Conditioning

Tips & Locations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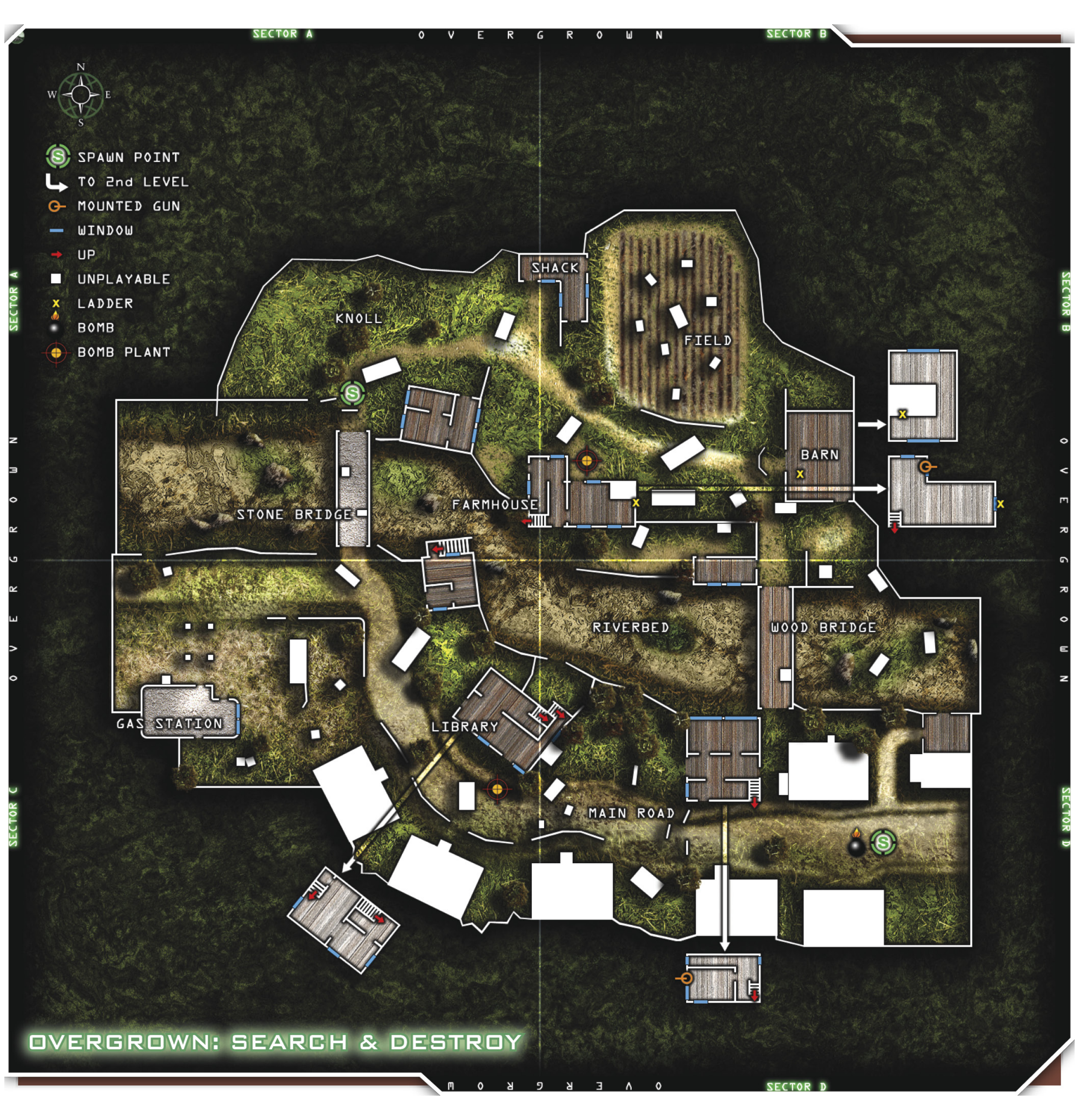
SECTOR D
OVERGROWN: SABOTAGE

Overgrown has some great spots. Initial meeting places include both of the bridges (Stone and Wood), the Farmhouse, the Barn, the Library, and the Gas Station. Be aware that snipers love the Knoll for sniping. The building on the southwest corner of the Wood Bridge sports a great elevated sniping perch, and the Library between the bridges has some nice vantage points too. The Barn has a second story that's good for fending off enemies from the Field, the Farmhouse, the Wood Bridge, and the Riverbed. When camping, try placing players in the corners of the lower level, as well as upstairs. You can even get up on top of the Farmhouse by way of the dumpster and wall. Get up on the wall and jump up to the roof. You can navigate the wall to almost anywhere, including the roof of the Wood Bridge.

Snipers love to squat in the Knoll and pick people off at the Barn or the Farmhouse. Always keep an eye on any movement out on the Knoll, because chances are they're in a ghillie suit. Put a counter-sniper in the Barn to shoot back. Most fighting takes place between the Barn and the Farmhouse and Wood Bridge, or the Gas Station and the Stone bridge. The building just northeast of the Stone bridge offers some great cover to shoot from, while the Gas Station attendants don't have much. Try popping smoke at your side of the bridge, and make your way into the Riverbed and up the hill to flank them. Keep a watchful eye on the west end of the Riverbed west of the Stone bridge. Snipers love this area as well, and can pick off plenty of enemies trying to move from the Riverbed to the building southeast of the Stone bridge.

Smoke is your friend on this map. Use it to bounce from one side of the Riverbed to the other, to distract the enemy, and to escape being pinned down. You can also smoke players out of an area. If they're in a room with enemies outside and they can't see, they'll clear out. This is a seldom-used but fairly effective technique.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OVERGROWN: SEARCH & DESTROY

There are so many great places to hide in the Riverbed. but if you're going to set up in there, be quick about it. Both sides of the town will be watching it for movement, and if the wrong eyes see you, you'll probably die and reveal your prime spot. The northeast corner of the Riverbed is a great spot to hide behind a rock and pick off any runners with a silenced rifle. The south road doesn't see too much action unless your team really gets pinned down. Even though it's tempting to just keep running right at the enemy, make your way around via the Riverbed and come up behind them.

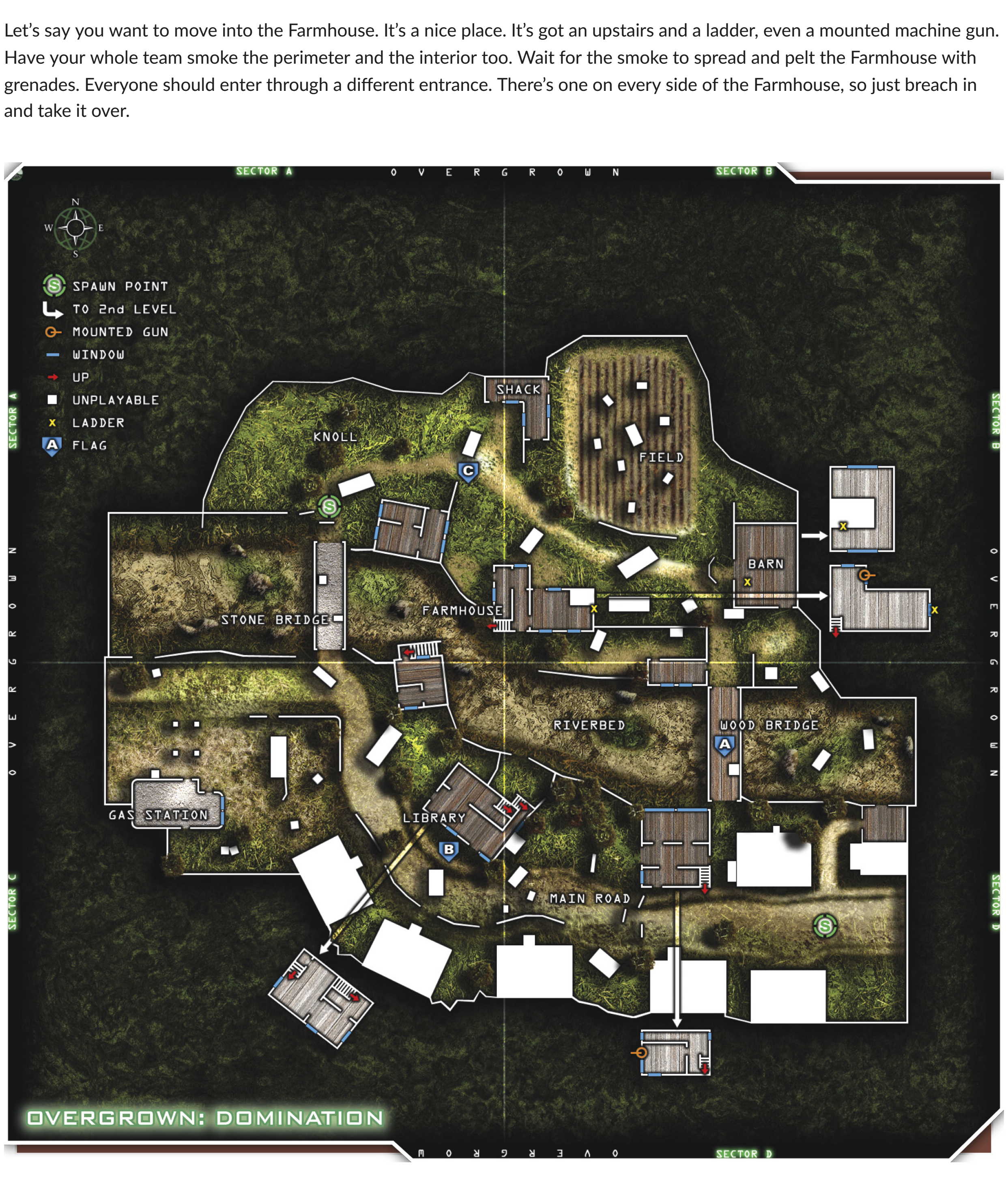
You can access the Riverbed in the following locations: on both sides of the Wood Bridge, the Stone bridge, the south side of the Farmhouse, the north side of the Library, just west of the Stone bridge on the south side, and the stairs from the building just southeast of the Stone bridge. These are all important locations to note when playing Overgrown.

Team Tactics

If you're starting at the south side of the map on the east side of the street, work on getting to the Barn so you can set up shop. The enemy spawns on the far-west side of the map, on the north side of the Stone Bridge. You should be able to make it to the Barn before they can, but it's going to be close. Move as a single unit and keep your spacing. Pop smoke at the end of the Wood Bridge and just in front of the Barn's west side. Then move your entire team as quickly as possible through the Riverbed and into the Barn. You can set up a temporary camp here and pick off a few enemies even as they respawn.

The second level of the Barn offers a good vista of the Knoll and the Farmhouse, which is very close to the enemy spawn point. Try grenade launchers to keep them pinned in. If the Barn is working for you, stick with it for a while. Don't wear out your welcome, though. Better to leave on your own terms than to be evicted. Decide on a relocation point and use a combination of smoke, frags, and grenade launchers.

Let's say you want to move into the Farmhouse. It's a nice place. It's got an upstairs and a ladder, even a mounted machine gun. Have your whole team smoke the perimeter and the interior too. Wait for the smoke to spread and pelt the Farmhouse with grenades. Everyone should enter through a different entrance. There's one on every side of the Farmhouse, so just breach in and take it over.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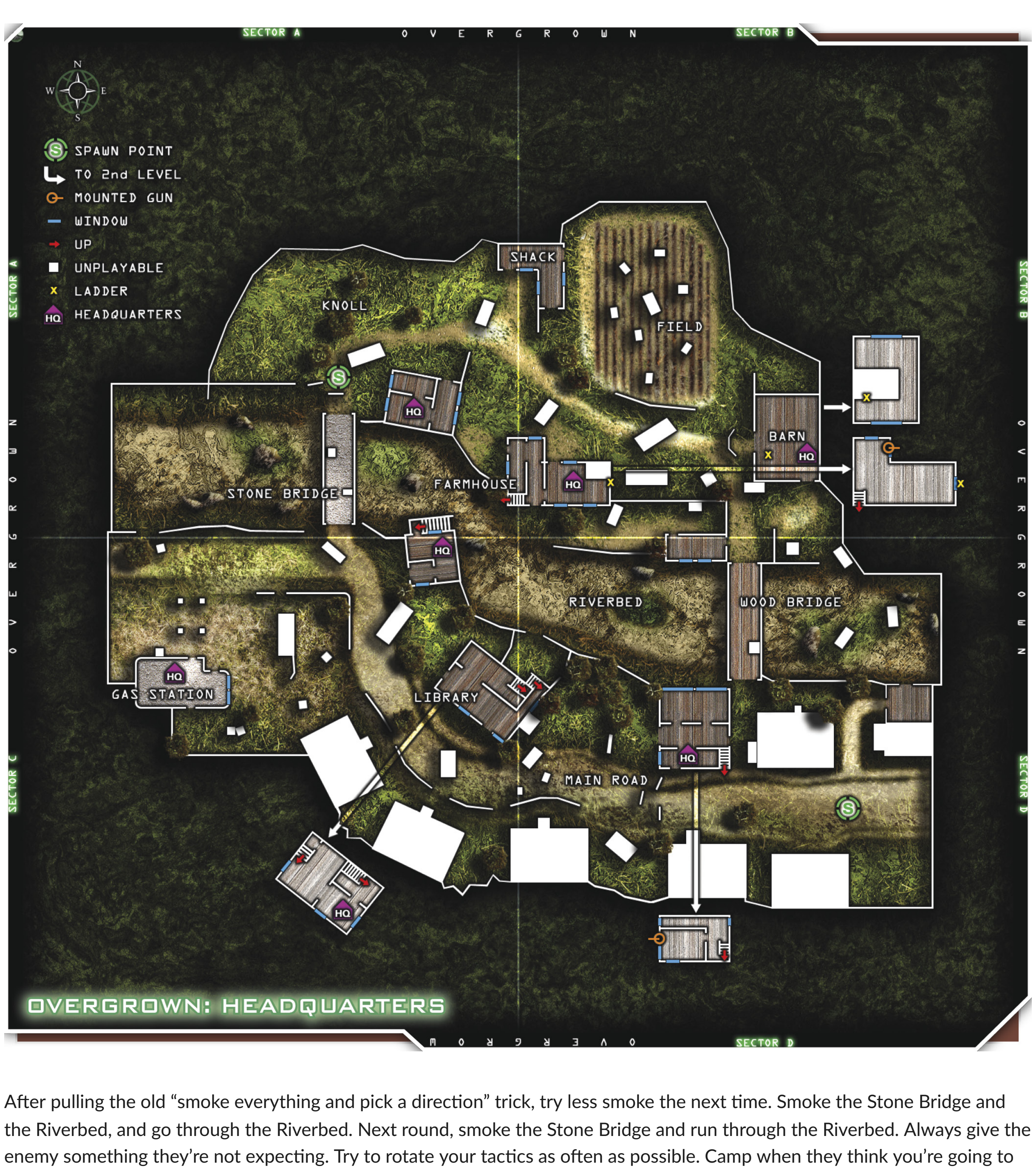
SECTOR D
OVERGROWN: DOMINATION

Now that you've got control of the Farmhouse, you're going to be a target. There are so many entrances on the first floor that it will be difficult to defend, but set some Claymores and C-4 to help. Some of your team should be upstairs as well. It might not be a good idea to mess with the mounted machine gun, because it makes you a stationary target. But hey, it's fun to shoot, right? Defend this place as long as it works for you, and continue to smoke and frag your way from building to building to ensure your entire team gets there in one piece.

If you want to get across the Riverbed to flank the enemy or take up position in a better location, double-smoke each bridge and the center of the Riverbed between the Library and the Farmhouse. Simultaneously smoke all three locations, and take your entire team as a single unit across the Riverbed from the Library to the Farmhouse. Head up the little path and decide if you want to either flank the enemy or commandeer a building. If you want to flank, head east and use the dumpster to get up onto the wall and then onto the roof of the Farmhouse. If you can get a good portion of your team up there to shoot down on the enemies by the north side of the Stone bridge, you'll be in business. You can keep them pinned down here pretty well. As with all tactics, you'll have to assess the situation in-game to decide the best plan for the job. The enemy may have moved by the time you get up on top of the Farmhouse. If your plan goes south, have another one ready. Commandeer the Farmhouse or the Barn from there. The choice is yours, but a good battlefield leader has several options at his beck and call at any given time.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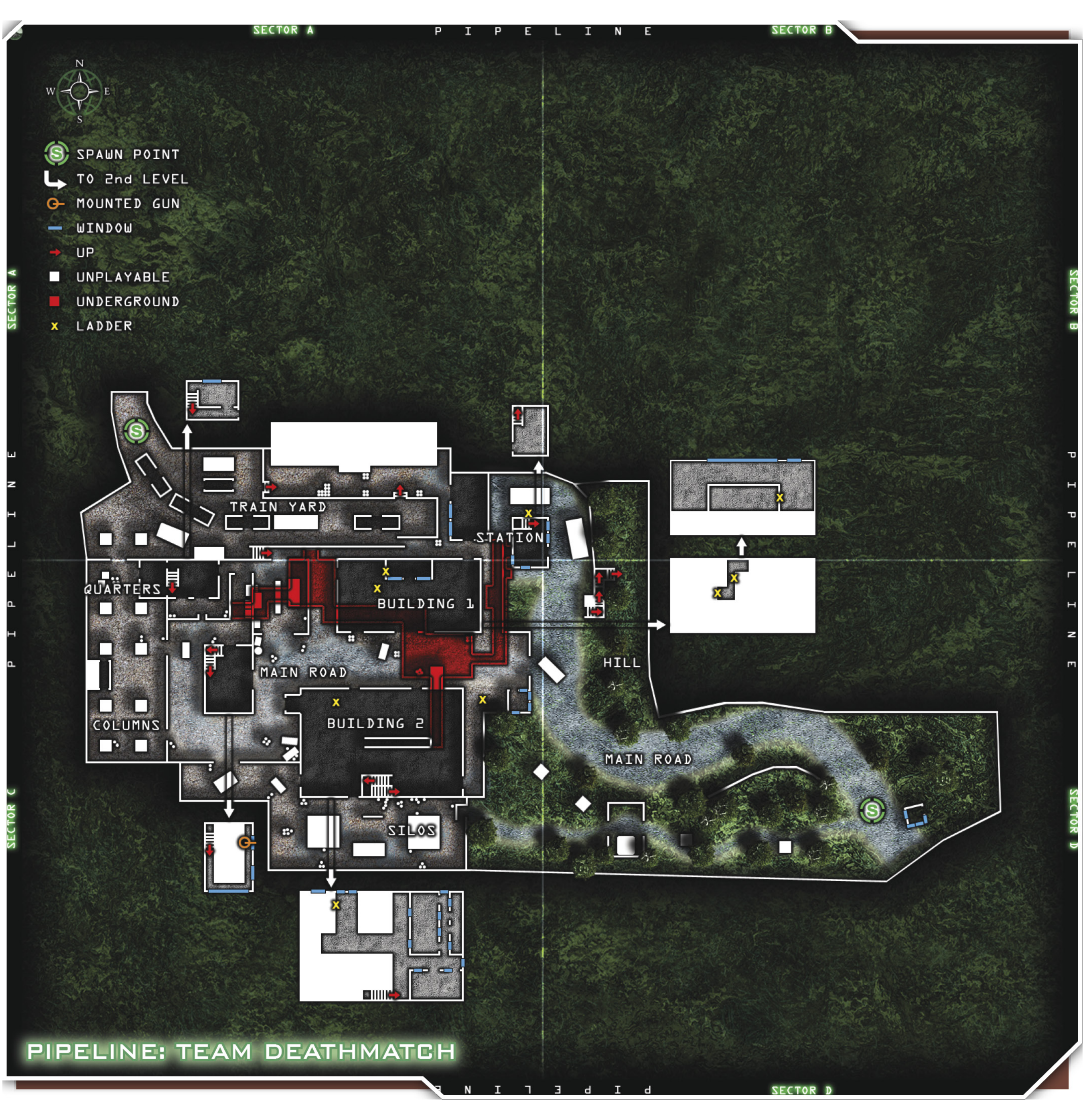
OVERGROWN: HEADQUARTERS

After pulling the old "smoke everything and pick a direction" trick, try less smoke the next time. Smoke the Stone Bridge and the Riverbed, and go through the Riverbed. Next round, smoke the Stone Bridge and run through the Riverbed. Always give the enemy something they're not expecting. Try to rotate your tactics as often as possible. Camp when they think you're going to rush, rush when they're expecting you to camp, etc. If they don't know what you're doing, you take them out of their game. Keep them off-balance and keep pressing when you see them wince.

Map Tactics

Pipeline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PIPELINE: TEAM DEATHMATCH

Spec Ops vs. Spetsnaz. Morning on a gloomy day at an abandoned oil refinery is the setting for this map. A winding road spills into the center of the plant, with Silos to the south and a Train Yard to the north. Two large warehouse buildings face each other in the center of the map, and an underground network of tunnels leads from the Crew Quarters to the Station House and Building Two.

SEA SNIPER TIP

You cannot shoot while sprinting.

These loadouts give you two options: to snipe, or to just kind of snipe. The Rifleman class is set up so that you can scope in for good medium-range shots, while still being able to shoot from the hip due to the Steady Aim perk. Since your kit is geared toward ground-pounding, take the Frag x3 perk and Juggernaut. They'll help keep you alive.

The Sniper kit is a basic loadout, including Claymores to fortify your position, Sleight of Hand to decrease reload times (sniper rifles take a bit longer to reload), and Iron Lung to hold your breath longer while sniping. You'll need a good combination of these two kits to work well as a team, so make sure you don't overload on sniper classes before the round begins.

Suggested Loadouts

Sniper

Slot	Name
Primary Weapon	M21
Side Arm	M1911
Notes/Attachment	Silencer
Special Grenade	Smoke
Perk 1	Claymore x2
Perk 2	Sleight of Hand
Perk 3	Iron Lung

Rifleman

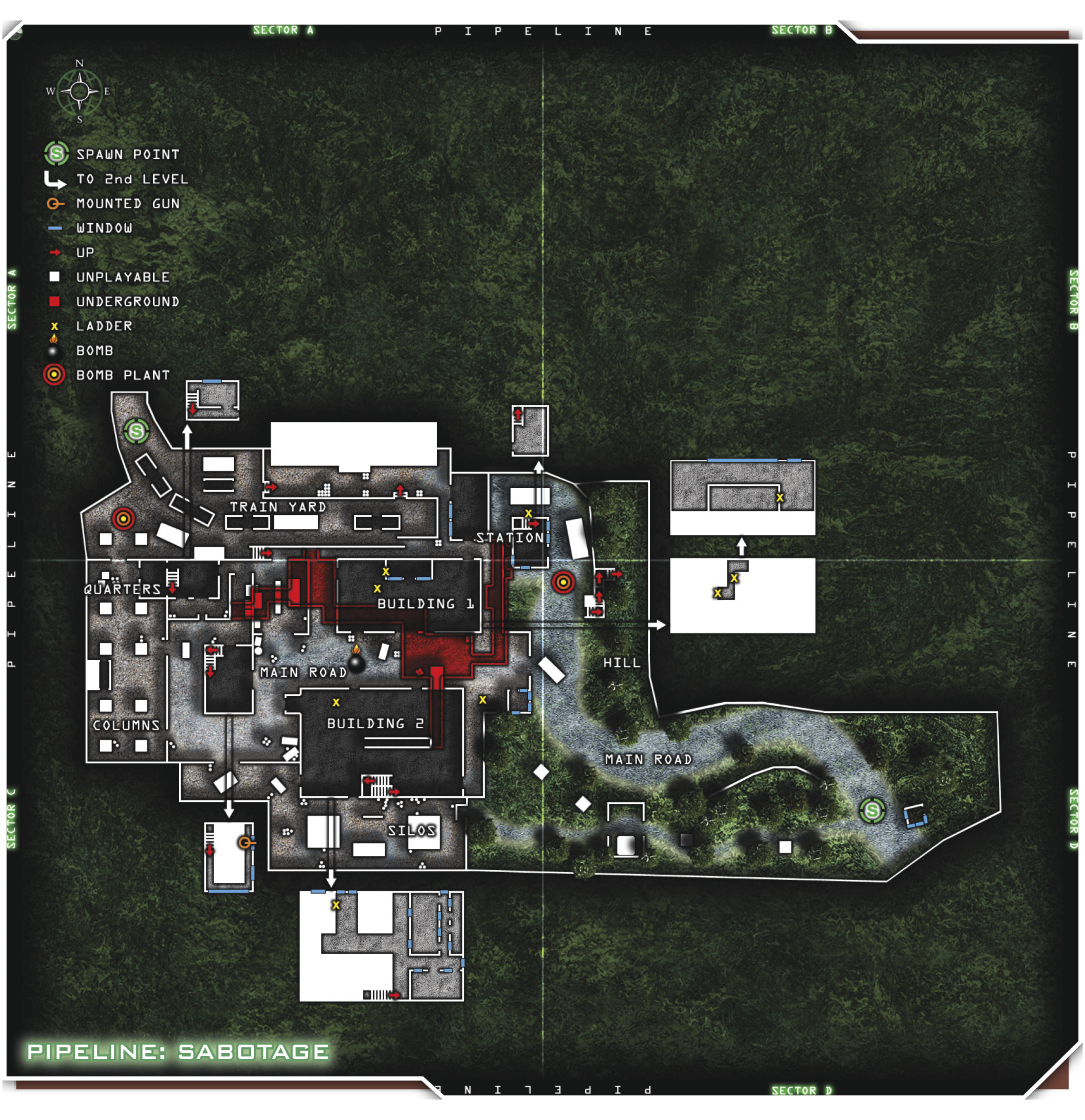
Slot	Name
Primary Weapon	M16A4
Notes/Attachment	ACOG Scope
Side Arm	USP .45
Special Grenade	Smoke
Perk 1	Frag x3
Perk 2	Juggernaut
Perk 3	Steady Aim

Tips & Locations

Most battles occur at the main meeting point on the map, which is the Main Road running east to west between Buildings One and Two, and also in the Train Yard. Be ready to launch an attack almost as soon as you get to any of those locations. The Train Yard offers several train cars where you can take cover, but be careful, because one well-placed grenade can make you a permanent resident. Get some medium-range gunners to set up quickly and lay down some covering fire so the rest of your team can advance.

The Crew Quarters offer access to the underground tunnel system and will let you out either in Building Two or the Station House. If you get pinned down at the Train Yard, use these tunnels to outflank the enemy. Be ready for a fight down there, because the enemy team can also access these tunnels from their side of the Train Yard through the Station House.

Building One has three levels. The ground floor is fairly open, with entrances on all sides except the east, and the second level (technically the third level) offers an expanse of windows to shoot through on the south side. Since it's only accessible by ladder, use Claymores at the top of the ladder to cover your back. There are also windows facing the north side of the map, which can be used to watch over the Train Yard.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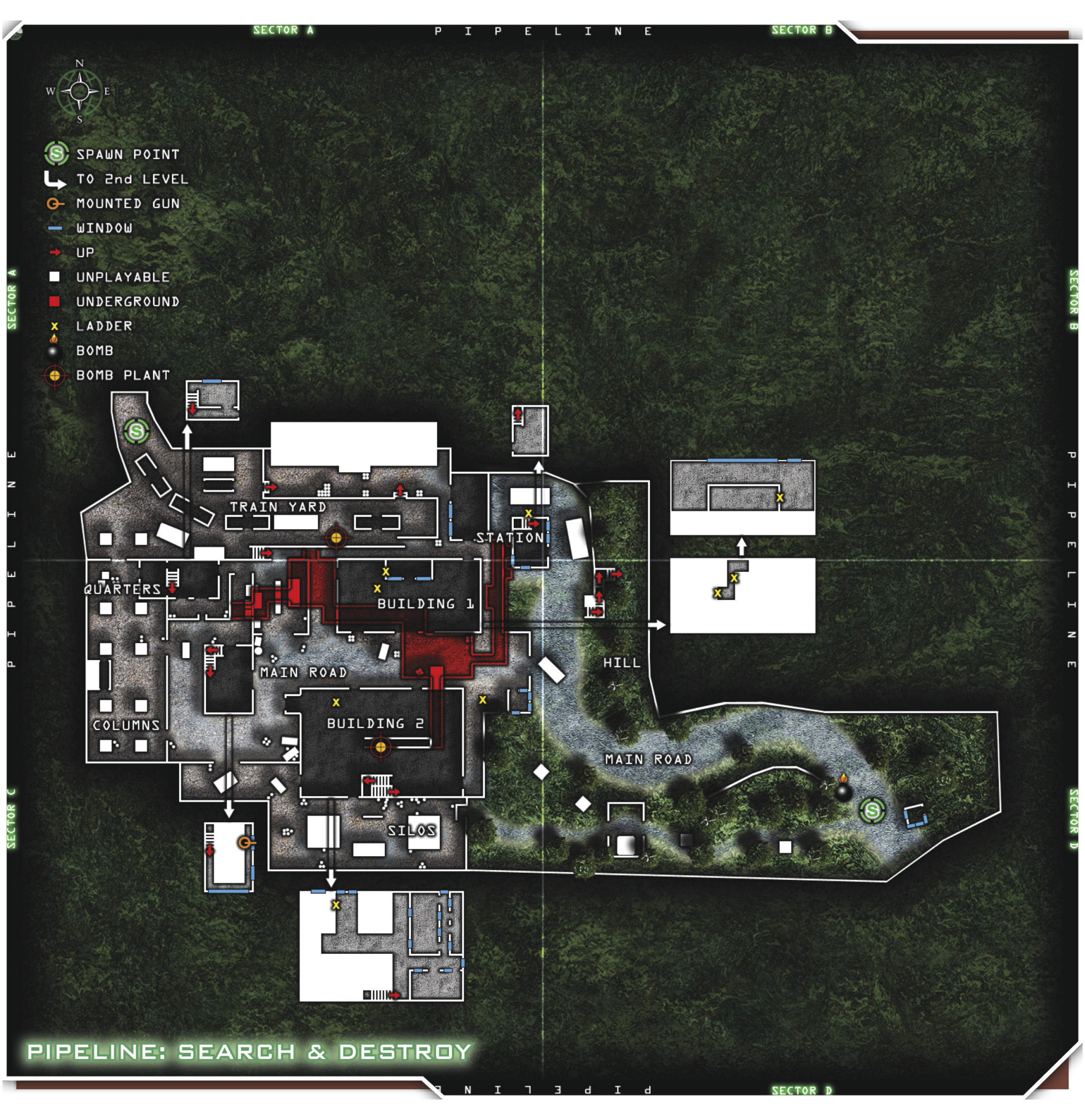
SECTOR C
SECTOR D
PIPELINE: SABOTAGE

Building Two contains a much larger ground level, with entrances on all sides. From the ground floor, you can access either the underground tunnel system or the catwalks and the offices, which are great for shooting down on people. The second-level offices offer some great cover, as well as a handful of north-facing windows for counter-sniping enemies in Building One.

The MG Building just west of the two main buildings offers both a lower and upper level. The second story has a great view of both main buildings and could be a great spot for snipers to pick off enemies who are sniping from them. There are two small shacks just east of Building Two. They don't offer much cover, but they'll do in a pinch. At the east end of the Train Yard, there's a small building that also provides some cover. It has two windows and a door facing west down the length of the Train Yard, and an additional entrance on the south side. There's also a cargo container on the far west side of the map that can be used for hiding or relocation.

The Hill, adjacent to the Roadway, is an ideal spot for snipers. It's fairly expansive and offers tons of vegetation for cover. Ghillie suits work great here. Try to position yourself near a tree or some tall grass to eliminate enemies on the Main Road, and even down toward the Train Yard. Be careful, because this is a well-known spot to most snipers. They'll probably try to knife you, or snipe you from a distance, and take your spot. Plant Claymores in key locations en route to your position to cover your back.

The Roadway just southeast of the Hill won't see too much action, so you shouldn't have to worry about that side while you're scoped in. Don't leave it unguarded, though. Somebody might try to maneuver up behind you via the Roadway.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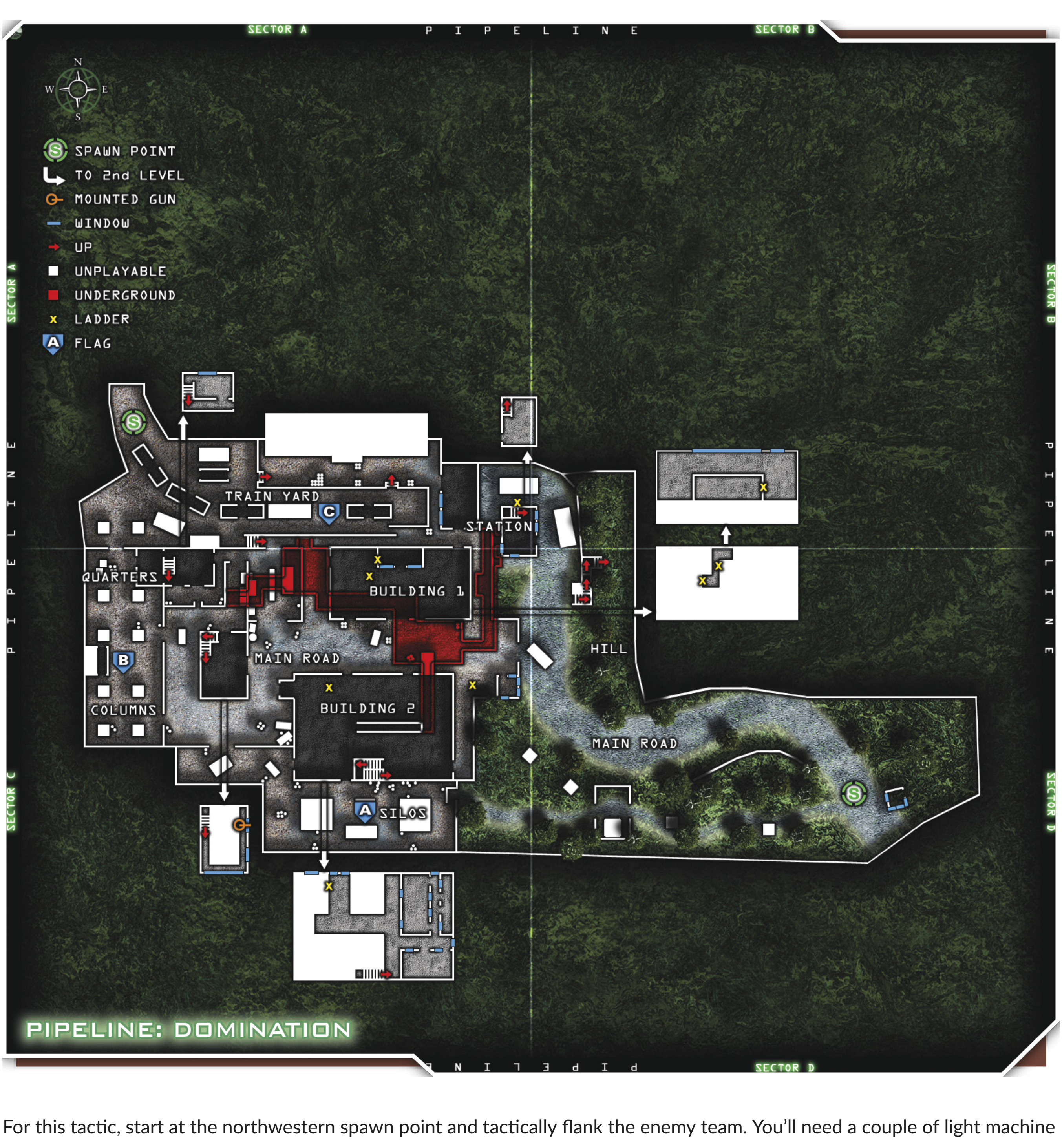
PIPELINE: SEARCH & DESTROY

Team Tactics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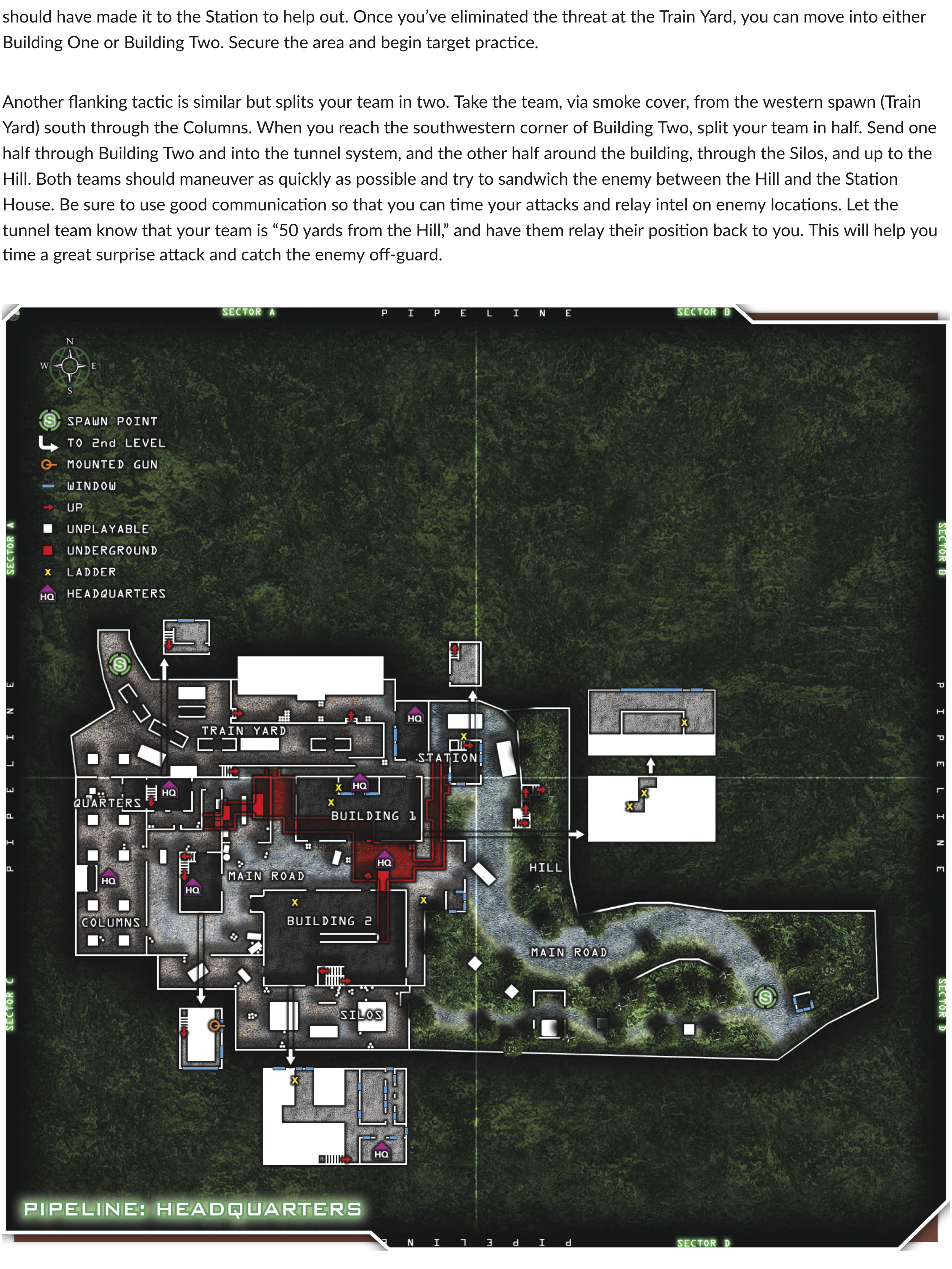
PIPELINE: DOMINATION

For this tactic, start at the northwestern spawn point and tactically flank the enemy team. You'll need a couple of light machine gunners for this one. Attach a front grip to steady your aim, and remember that the grip will disable perk 1. Make your way southeast through the Train Yard to the corner of the bend, where it starts to straighten out. Pop smoke and have your light machine gunners start firing eastward down the tracks, while the rest of your team (mostly loaded out as assault classes and maybe one sniper) heads as quickly as possible to the Crew Quarters and through the underground tunnels. The light machine gunners should be loud enough to draw the attention of the enemy, and the smoke will cover the team's descent into the tunnels. The gunners should also consider replacing the front grip with the Bandolier perk, because they'll be chewing through some ammo.

Once the bulk of the team has made it about three-quarters of the way through the tunnels, they should call in the two light machine gunners to regroup with them. The base team should exit the tunnels at the Station and come up behind the enemy. You may suffer some casualties in the flanking process, but by the time it starts to get hairy, your two light machine gunners should have made it to the Station to help out. Once you've eliminated the threat at the Train Yard, you can move into either Building One or Building Two. Secure the area and begin target practice.

Another flanking tactic is similar but splits your team in two. Take the team, via smoke cover, from the western spawn (Train Yard) south through the Columns. When you reach the southwestern corner of Building Two, split your team in half. Send one half through Building Two and into the tunnel system, and the other half around the building, through the Silos, and up to the Hill. Both teams should maneuver as quickly as possible and try to sandwich the enemy between the Hill and the Station House. Be sure to use good communication so that you can time your attacks and relay intel on enemy locations. Let the tunnel team know that your team is "50 yards from the Hill," and have them relay their position back to you. This will help you time a great surprise attack and catch the enemy off-guard.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SECTOR D
PIPELINE: HEADQUARTERS

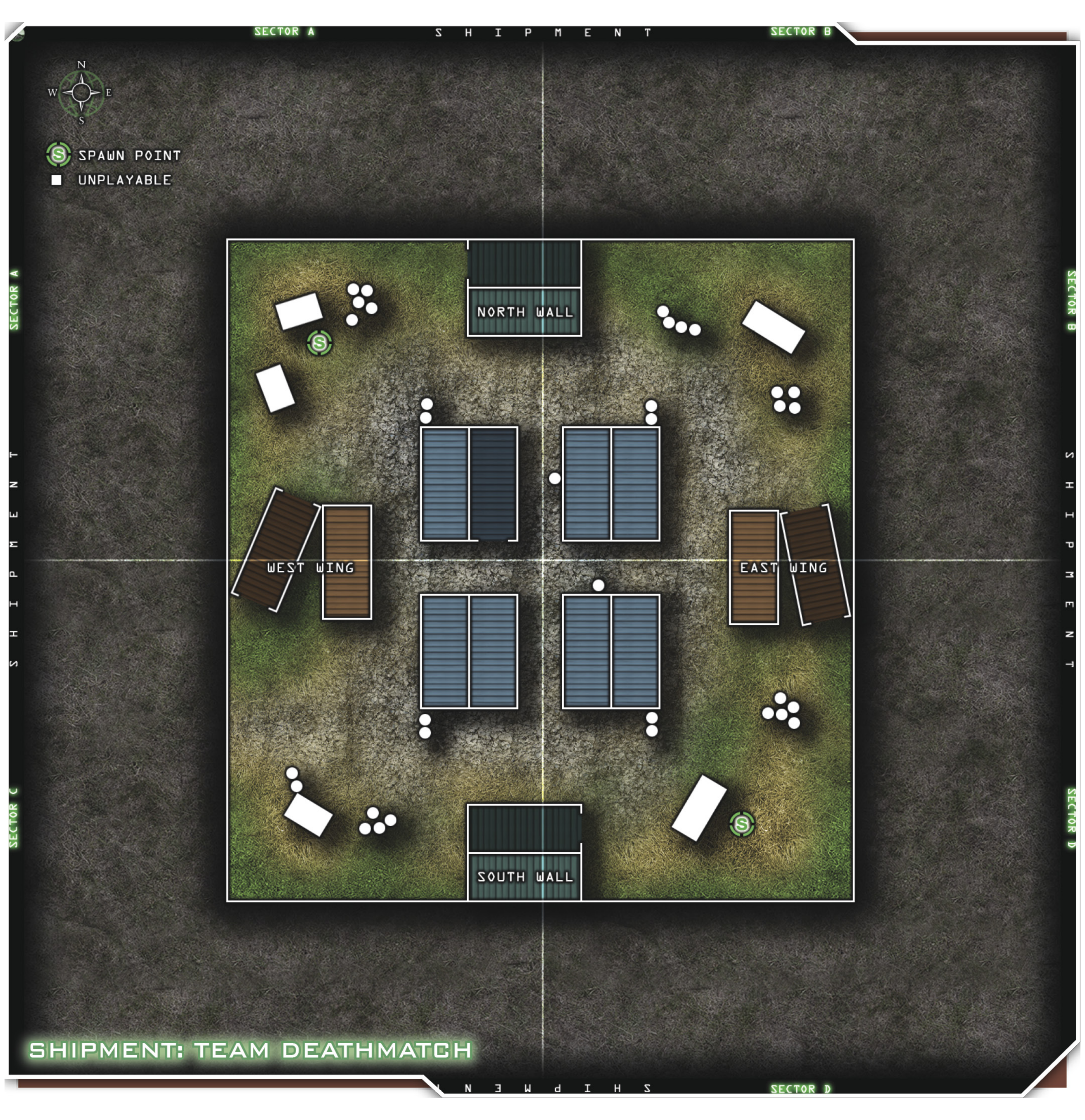
A lot of the fighting will take place on the Main Road, the Hill area, and the Train Yard, so you should always be ready for those encounters. You may have to deal with these incursions on your way to the site of our next plan, which is to move into the two main buildings and secure them.

Start out at the western spawn point again, and go southeast through the center of the map. Split your team into two squads and make for Buildings One and Two. There are western entrances to both buildings, so you should be able to enter unmolested. Once inside, send one player upstairs to start sniping from the windows. The remaining players should find a comfortable spot to camp, and place Claymores at any entrances that cannot be guarded simultaneously. There are six entrances on the first floor of Building Two, and five on Building One. Find a good elevated position, with your Claymores on the ground floor. When you've set up your defense, your sniper can concentrate on picking off any free-roaming floaters and trying to get you an airstrike, or better yet, some chopper support. It shouldn't be too hard, because he'll have clear vantage points of the roadway, the Hill, the Station, and almost the entire map. Try to take out as many enemies as you can via air support, and rely on your Claymores and snipers to do the rest of the damage.

CALL OF DUTY
INFINITE WARFARE

Map Tactics

Shipment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SHIPMENT: TEAM DEATHMATCH

U.S. Forces vs. OpFor. This is a very small, very fun map, no matter how many players are involved. It takes place in the late afternoon in a walled-off cargo container storage drop on the docks. Gravel and short grass provides the footing, while the symmetrically stacked cargo containers provide the cover.

◈ SEA SNIPER TIP

You can knife enemies from Last Stand.

These loadouts offer you a choice of being a mobile shooter or a slower, more heavily armed shooter. The Heavy kit gives you a nice fat LMG and a Desert Eagle, while the three Frags combined with Sonic Boom will create a devastating spread of ordinance. Of course, you'll need Martyrdom due to the size and pace of the map. If you don't get the guy who killed you, chances are his buddy will be rounding the corner to see what that clinking sound was.

The Light loadout will probably be the CCS of choice, because you'll want to be on the move as much as possible. The P90 plus the Double Tap perk is insane. You'll just have to see it to believe it. Close-range enemies don't stand a chance. The Bandolier perk will keep you fully loaded. And of course… Martyrdom.

Suggested Loadouts

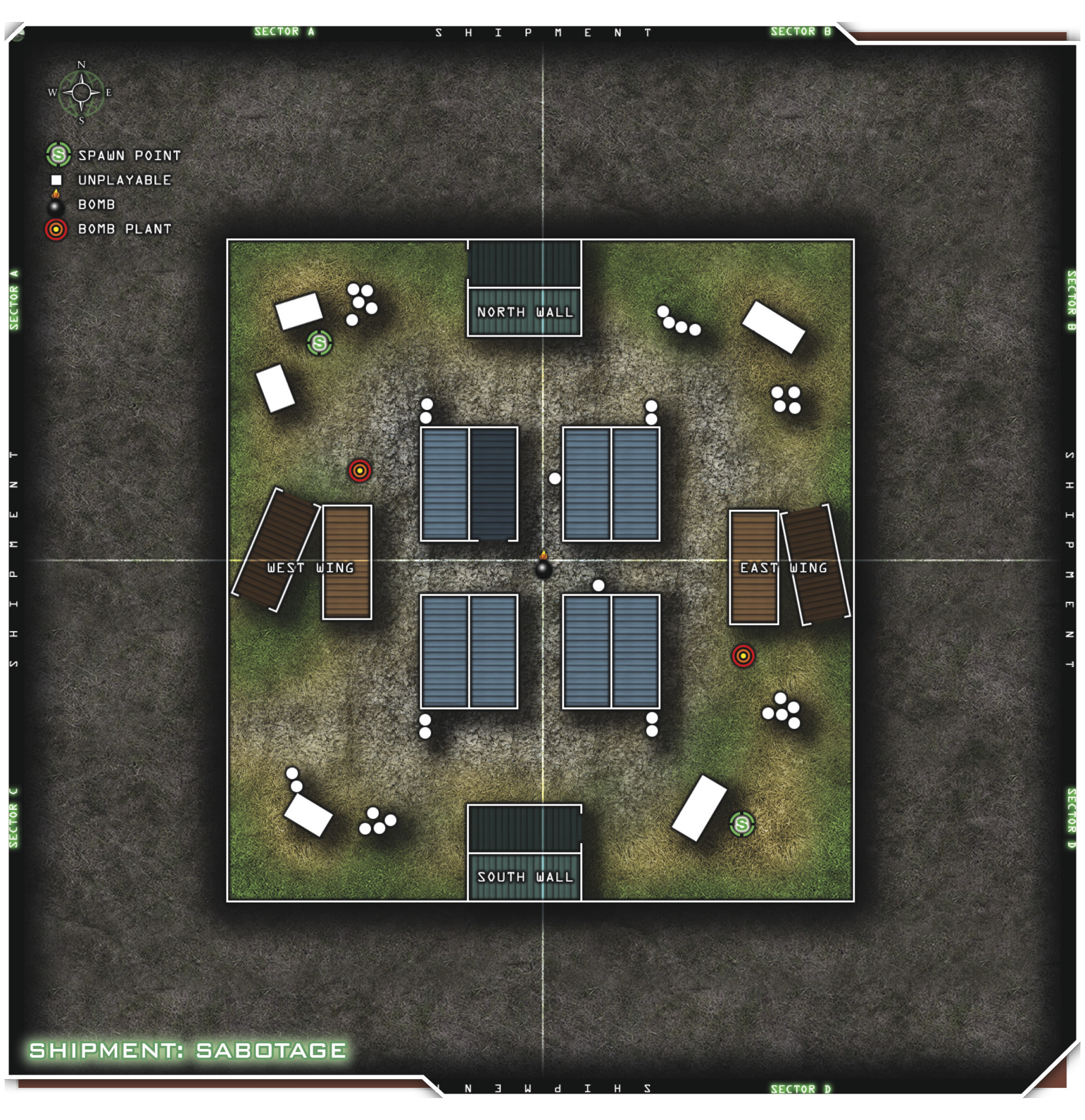
Heavy

Slot	Name
Primary Weapon	M60E4
Side Arm	Desert Eagle
Special Grenade	Stun
Perk 1	Frag x3
Perk 2	Sonic Boom
Perk 3	Martyrdom

Light

Slot	Name
Primary Weapon	P90
Side Arm	M9
Special Grenade	Flash
Perk 1	Bandolier
Perk 2	Double Tap
Perk 3	Martyrdom

Tips & Locations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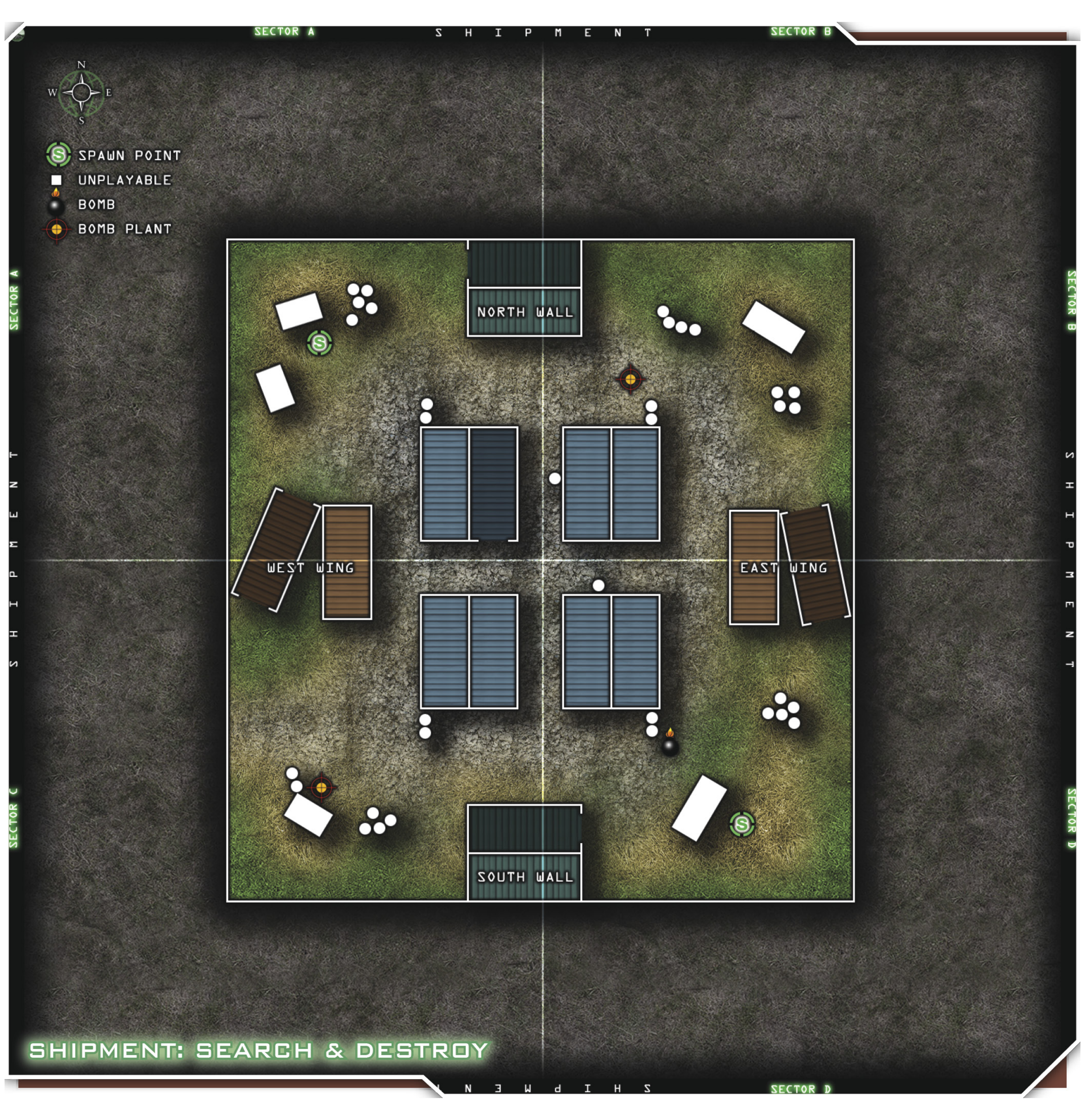
SHIPMENT: SABOTAGE

You can get into five containers on this map: the north and south containers, the east and west containers, and the northwestern container out of the four in the center. Use these containers for cover from grenades, RPGs, and lead. Three cargo containers have one entrance only, providing much better cover and a nice hiding spot. They're the northern, southern, and northwest of the four in the center. Use them to ambush enemies. In Old School mode, you can get on top of these containers as well.

Use grenades. Throw them all in the enemy spawn point. Each team spawns in either the northwest or southeast corner of the map, so lob a few their way at the start of the round. Use the Juggernaut perk to stay alive longer in this fast-paced level. Shotguns, SMGs, Stopping Power, and Double Tap are helpful as well. If you try one of the shotguns, take either Double Tap or Sleight of Hand to increase our firing speed or decrease your reload time.

Keep moving. Circle the map while facing inward to keep your back as covered as possible. Try making a zigzag run through the map from left to right, killing all in your path. Always be ready with your knife. Inevitably you'll encounter an enemy when rounding a corner. Your knife skills will have to be sharp to get the drop on your opponent. There are also some good barrels, dumpsters, disabled vehicles, and areas where cargo containers meet the wall where you can hide or take cover. Try bouncing from one to the other, and stay mobile.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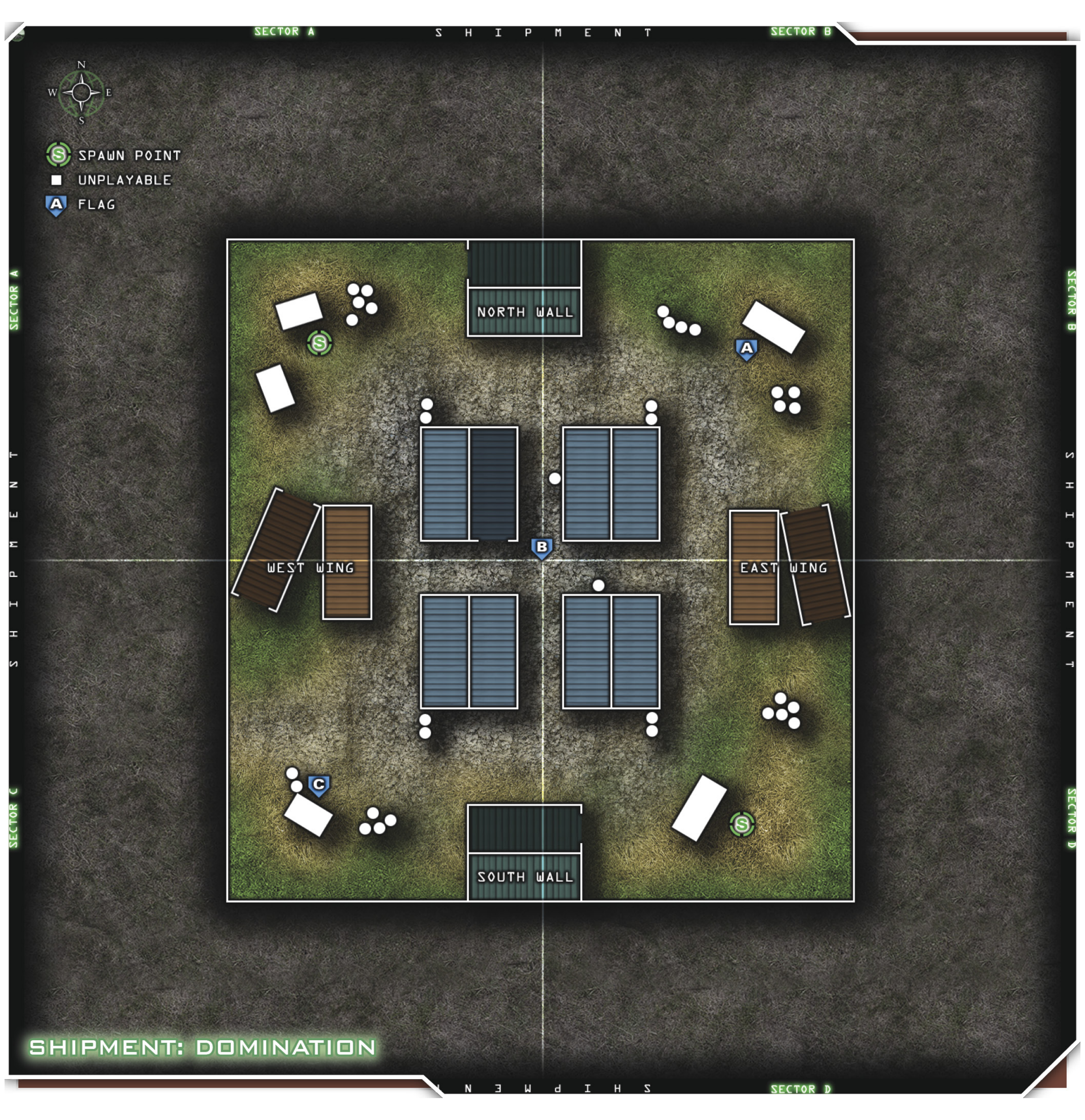
SECTOR D
SHIPMENT: SEARCH & DESTROY

Team Tactics

Your options are limited on this map. Starting at the southeast spawn point, have your team hold back instead of rushing. Watch the chokepoints. There are three of them near the barrels and the car. The left chokepoint is between the two red containers and the westernmost blue containers. The center chokepoint is between the two center blue containers, and the right chokepoint is between the red containers on the east side and the easternmost blue containers. Holding back is hard to do and might be useful only at the very beginning volley of spawns, but it's a good alternative when you've been doing the same thing round after round.

This plan is also beneficial for calling in airstrikes or chopper support. Since everyone should be loaded up on frags, you should be able to call in an airstrike fairly soon. There aren't very many places for enemies to hide on this map. Make sure you inform your team that you're calling in an airstrike, and then get everyone to cover in one of the cargo containers.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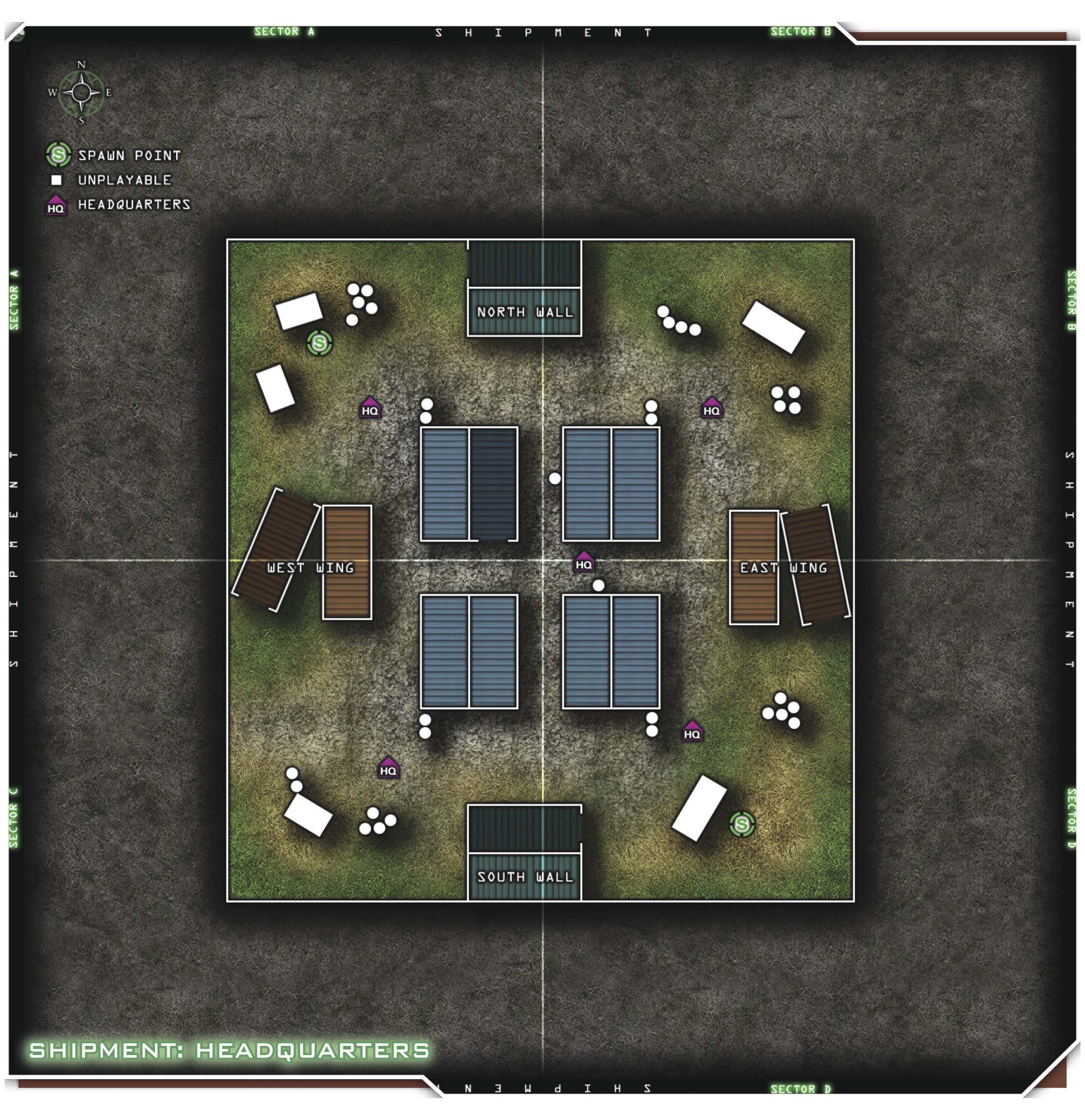
SHIPMENT: DOMINATION

Another changeup is to take your entire team around the map in a clockwise or counter-clockwise motion, keeping your backs to the outer wall. Try to keep good spacing so you don't all get taken out by grenades. Keep circling, checking all the cargo containers and the cross paths in the center of the blue containers. It won't be easy, but keeping your team together might overwhelm the random solo players you'll stumble on.

Try splitting up your team into wingman pairs. Send one team up the west side, one team up the gut, and one team up the east side. Grenade and shoot your way through, and meet up on the other side to clear the north. Head back the way you came and keep running the lanes you've been designated. This roving, scanning type of maneuvering will help you cover almost the whole map. You can also send out two wingman teams to run circles while you split up the third team. Position one player in the southwest corner behind the dumpster, and the other player behind the car or the barrels, to create a nice crossfire.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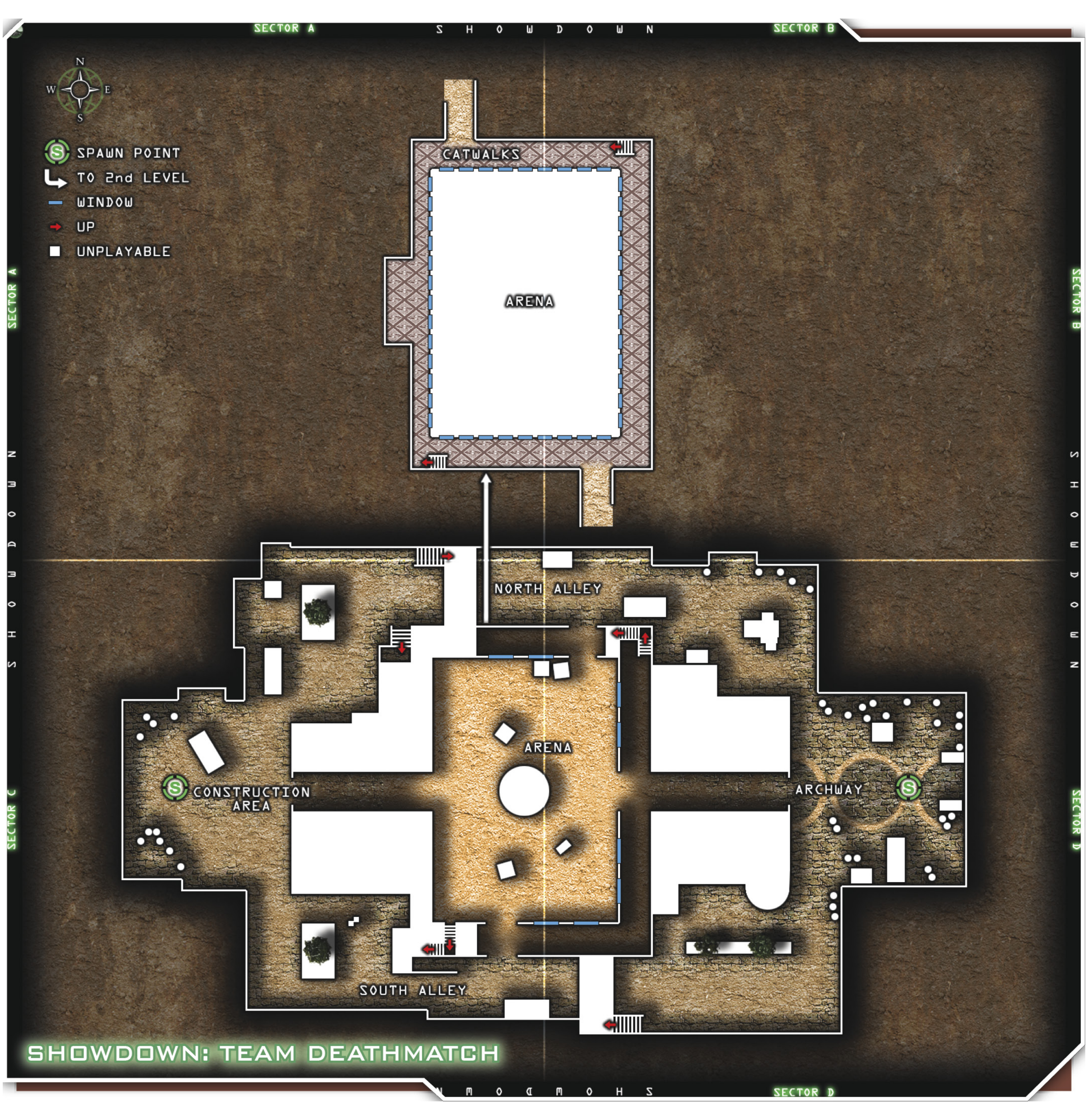
SHIPMENT: HEADQUARTERS

CALL OF DUTY
INFINITE WARFARE

Map Tactics

Showdown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SECTOR C
SECTOR D
SHOWDOWN: TEAM DEATHMATCH

U.S. Forces vs. OpFor. The setting is a desert palace complex at the end of the day. It's currently under construction, with a construction site on the west side of the palace and a central courtyard with an enormous statue at its center. There are passages from both spawn points to the courtyard and to an interior second-level Catwalk.

◆ SEA SNIPER TIP

Communication and teamwork are the keys to winning against more skillful opponents.

These two loadouts are centered around explosives. The Lobster loadout with the grenade launcher is ideal for making your way up to the second level and lobbing grenades down on enemies who are trying to get through the underpass into the courtyard. The Sonic Boom perk increases the damage you can do. Use the Last Stand perk to get revenge on the guy who thought he got a lucky shot on you.

The LMG class is a great way to keep on the move. Choose either the RPGs or the Frag x3, and combine them with Sonic Boom to increase the damage of all explosives. Steady Aim will keep your RPD in check too.

Suggested Loadouts

Lobster

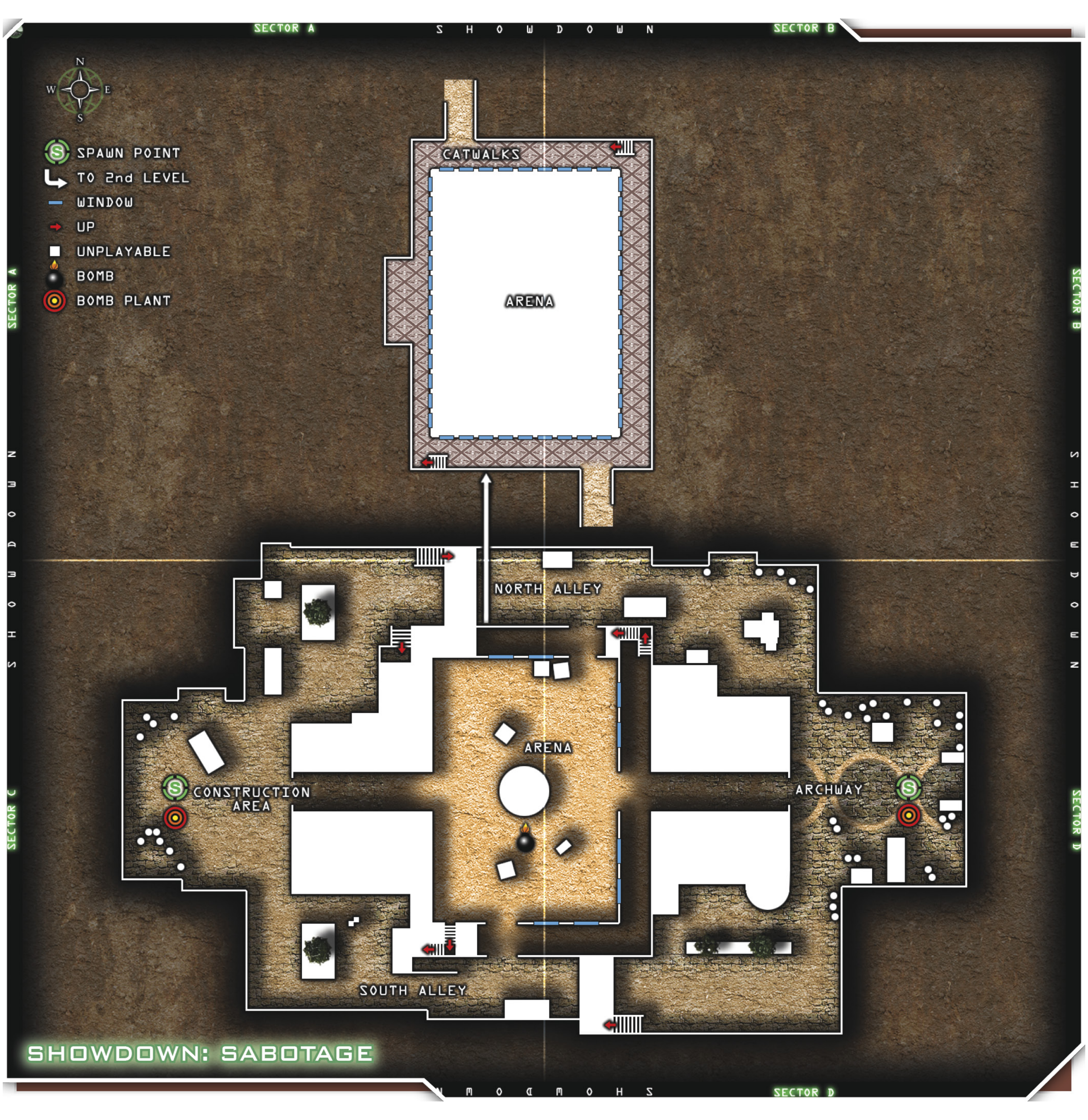
Slot	Name
Primary Weapon	G36c
Notes/Attachment	Grenade Launcher
Side Arm	M1911
Special Grenade	Stun
Perk 1	Disabled
Perk 2	Sonic Boom
Perk 3	Last Stand

Light Machine Gunner

Slot	Name
Primary Weapon	RPD
Side Arm	USP .45
Special Grenade	Flash
Perk 1	RPG-7 x2 or Frag x3
Perk 2	Sonic Boom
Perk 3	Steady Aim

Tips & Locations

This map is almost identical on both sides, but flipped. There are stairs on the North and South Alleyways, underpasses leading from both initial spawn points to the central courtyard, and a two-level ring around the courtyard itself. If you must go through the underpasses, do it quickly, because they're a target of choice for grenadiers and quick rushers. The outside stairs are a much safer way. From there, you can move down and inside, or out through the opposite underpass.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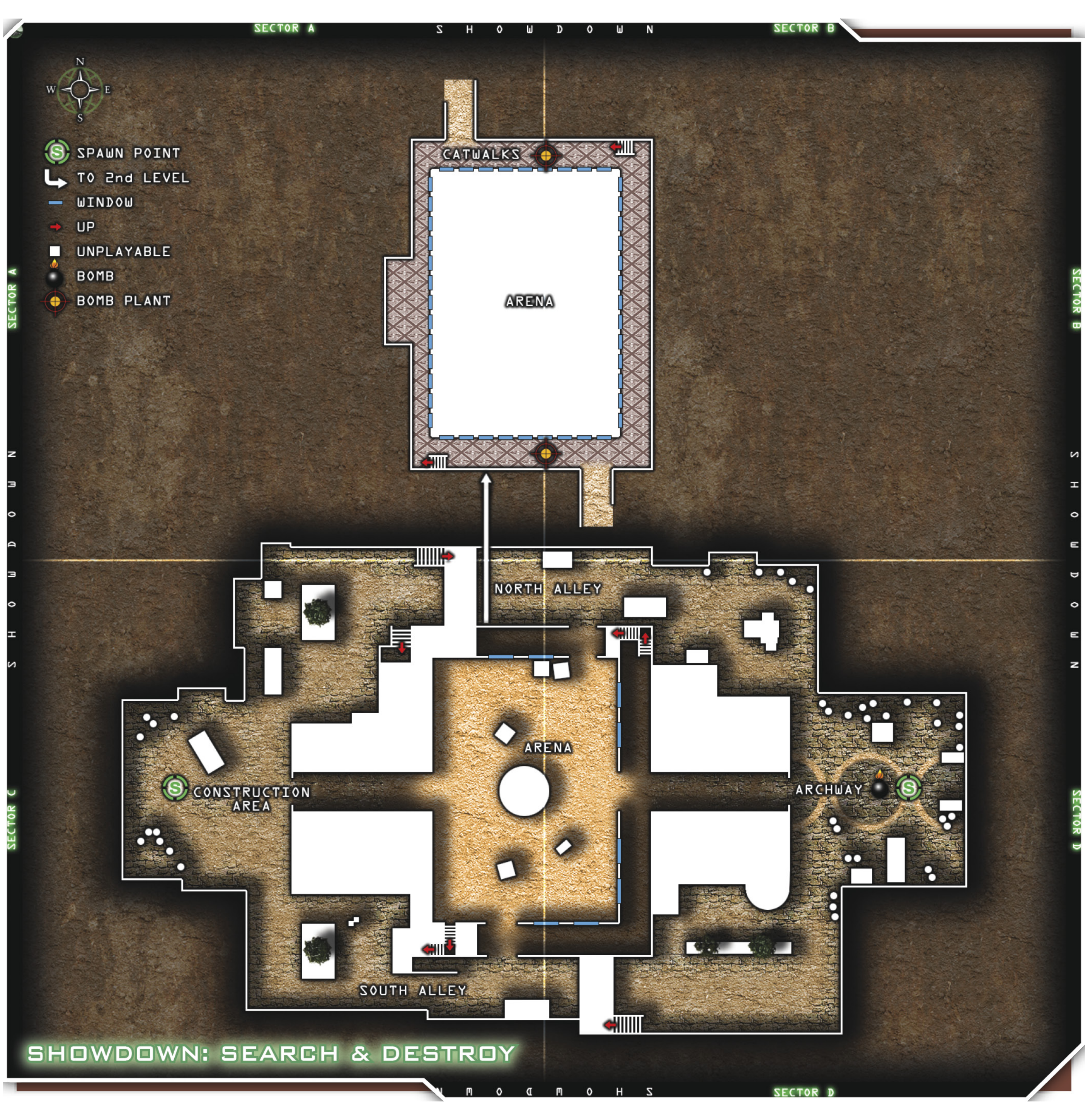
SHOWDOWN: SABOTAGE

Use the cover of the underpasses to avoid grenades and launch your own. Set up on the second level with your RPG or grenade launcher, and fire away at the enemy underpass. As soon as each team gets into the courtyard, they can immediately turn right and head up the internal stairs to the upper-level Catwalk. From there, they can shoot down on enemies or maneuver around the outside. There are some places to hide or shoot from, such as the planters near the interior stairs and the scaffolding around the perimeter of the complex.

Snipers aren't very useful on this map. You're better off taking something like an assault rifle with an ACOG instead. Shotguns are a good choice here, combined with perks like Double Tap, Sleight of Hand, or Bandolier. Assault classes and even submachine guns will also work well on this map. Choose your poison and consider the precious Juggernaut as well. It's nice to stay alive.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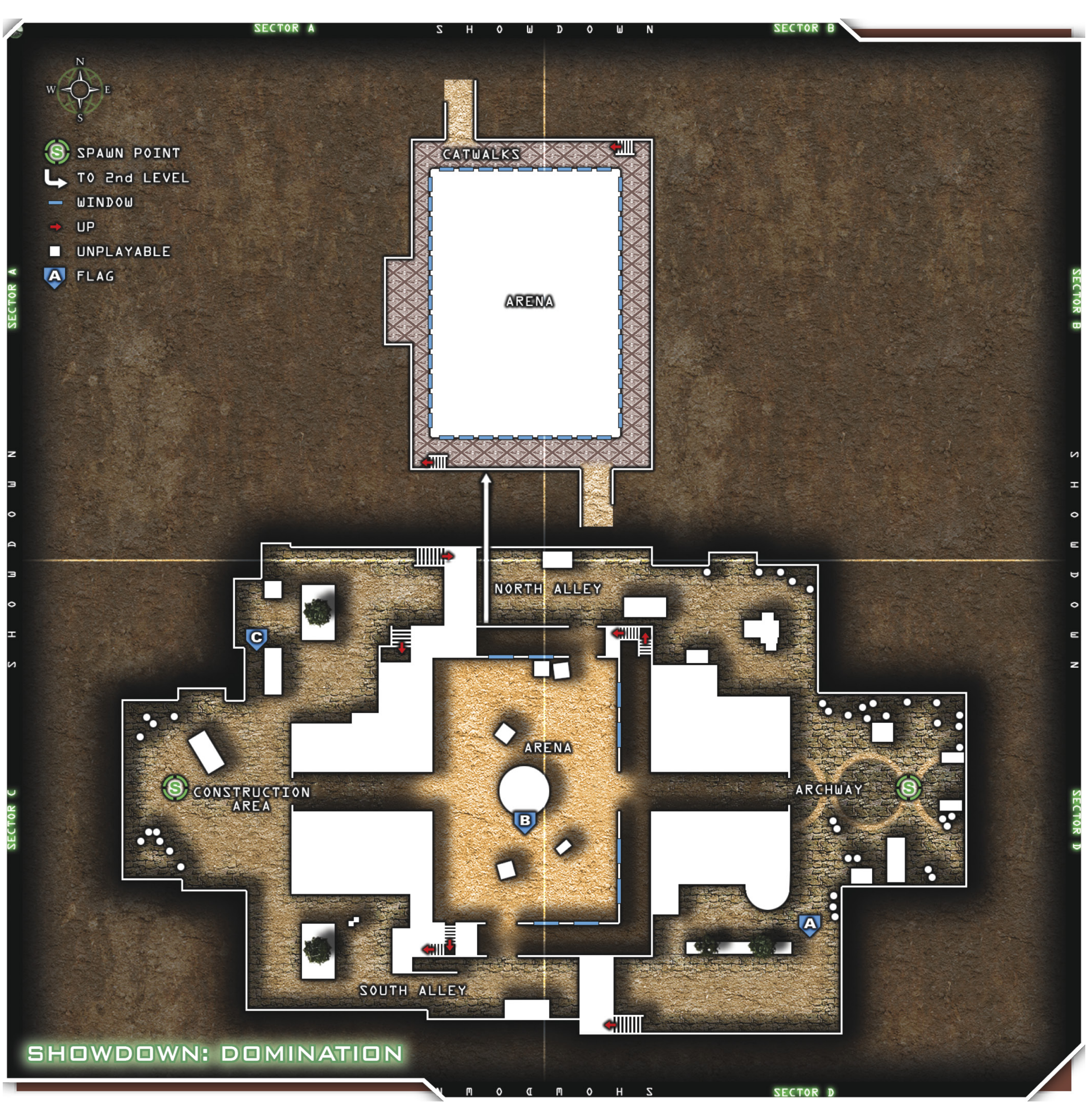
SHOWDOWN: SEARCH & DESTROY

Team Tactics

Take over the courtyard. You should split into two teams, a ground-floor team and a Catwalk team. The ground-floor team should head straight through the underpass and set up around the interior. They will have to throw or launch grenades as soon as they get clear of the statue in the center, which will block most grenades. Try to stagger your ground-floor team's grenades so that they land in the opposite underpass at different distances. Set up a triangle formation, with two players at the back corners and one up near the exit of the enemy underpass. That should be enough firepower to push back the enemy advance. This will hopefully eliminate a good chunk of enemies while your Catwalk team gets set upstairs.

The Catwalk team should move into position by way of the alleyway staircases. They should take up positions that give them a clear shot with their RPGs and grenades or grenade launchers. Once you've got your team upstairs, they can help make sure that no one sneaks up behind them or the ground team. Be sure to keep an eye on the underpass that you came through and the stairs you came up, because the enemy may be able to get around you through one of the alleyways. You should station a player to watch those areas.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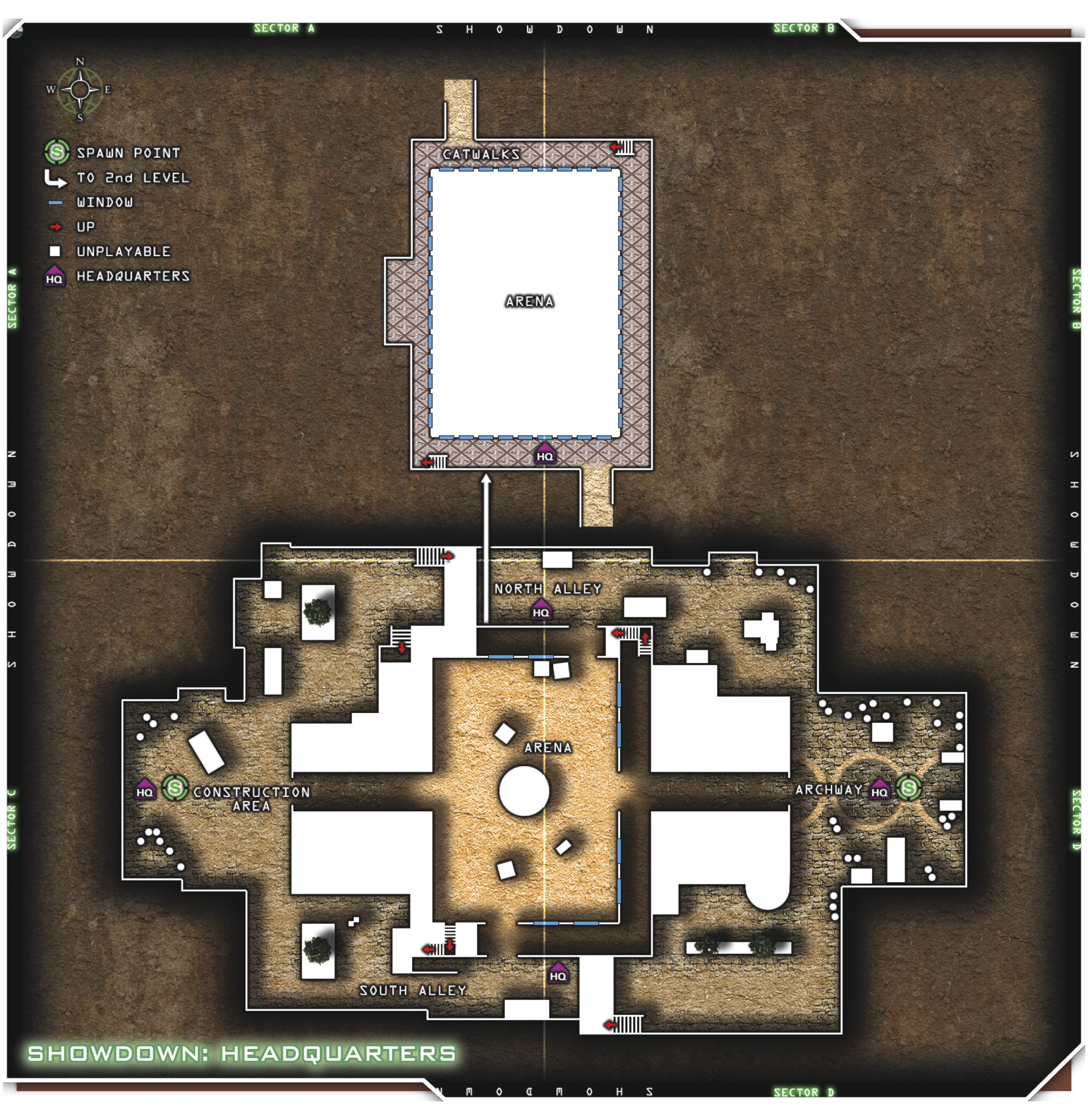
SHOWDOWN: DOMINATION

Flanking is such an important part of your success in this game. Let's walk you through running a flank when spawning on the east side of the map.

Take your entire team south through the alley and up the stairs. When you get to the top of the staircase, leave one man with a scope or grenade launcher to cover your team as they proceed over the wall and continue down the South Alleyway. The first man to the ramp on the right side of the alley heads up to the top of it and stands watch, while the player who stood guard over your team from the stairs regroups with the team. Once everyone's back together, have the ramp watcher jump down and follow. The entire team moves around the back of the enemy spawn point and splits into two teams. One team of four breaks back into the courtyard by way of the enemy underpass. The remaining wingman team heads to the northern alleyway to check for enemies, and then heads up to the Catwalk.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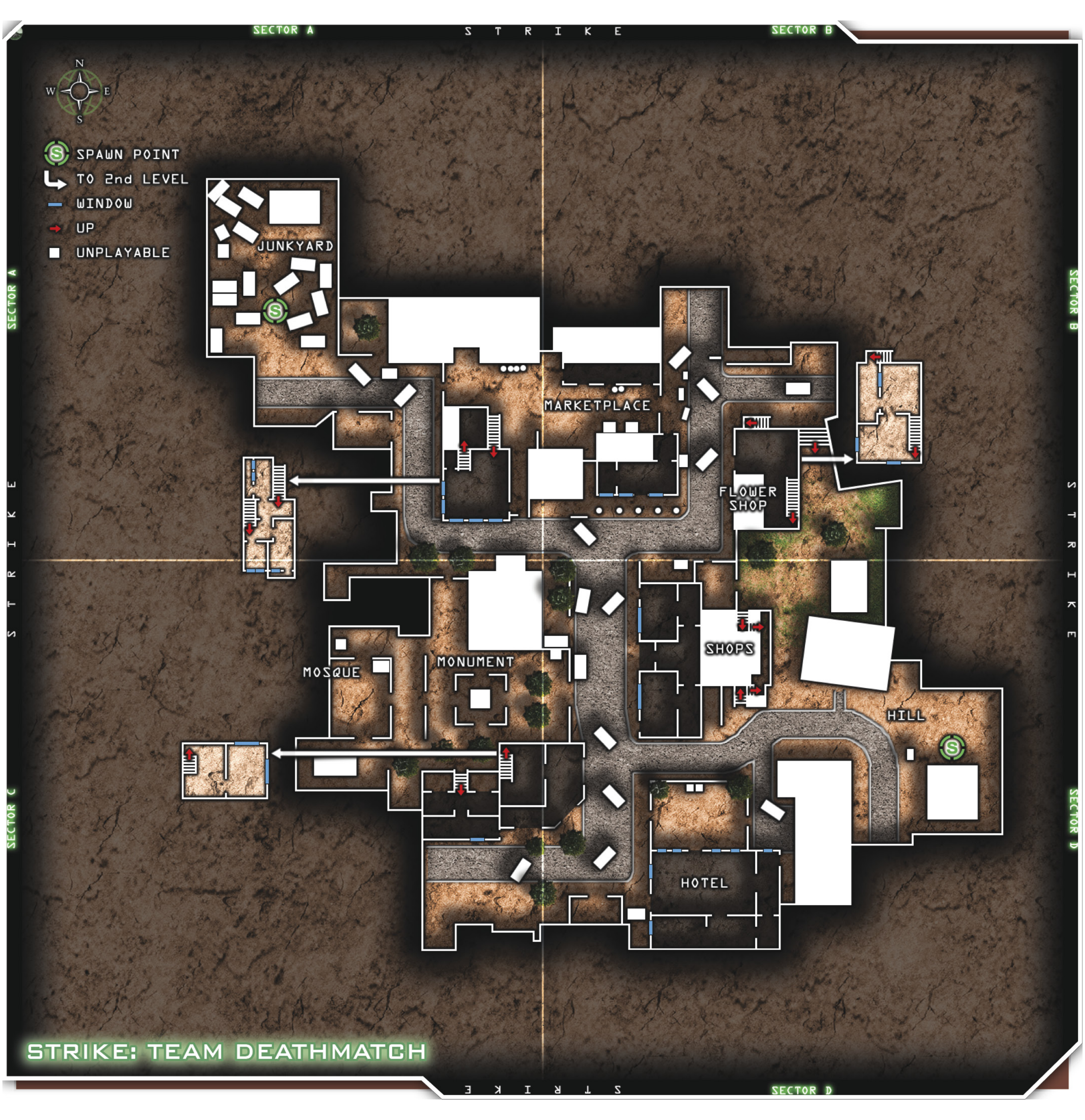
SHOWDOWN: HEADQUARTERS

You'll probably run into enemies at their spawn point and on the Catwalk, so be ready for engagement. Have your knives ready when you break back into the underpass, and the courtyard too. If you get pinned down, don't panic. Just smoke and flash your way out and relocate. Always notify your team that you're going to pop smoke or flash, because it will affect everyone. Sometimes a sniper may be ready to scope someone in, and if you throw smoke you'll ruin his shot. Just make sure you call where and when you're going to throw it.

CALL OF DUTY
INFINITE WARFARE

Map Tactics
Strike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SECTOR D
STRIKE: TEAM DEATHMATCH

U.S. Forces vs. OpFor. This large urban desert area provides tons of buildings and secondary levels for players to take cover. The Marketplace is full of Shops, and the streets see lots of action. It takes place in the morning, so visibility is high. Use the multitude of building interiors to advance your team throughout the map.

◈ SEA SNIPER TIP

If you have an airstrike available, ask for someone to use their UAV to light up targets on the map to avoid wasting it. If you don't have a UAV, ask your team if they can direct you to any enemy locations.

These kits cover most of the action you'll see on Strike. While there are some close-quarters battles, most of them can be dealt with via knife or shotgun and the standard assault rifles. The Mid-Range Assault CCS is set up with an ACOG Scope to pick off those pesky critters up the street. When you want to stop the swarm of enemies trying to flank you, show them your frags. Juggernaut will keep you breathing so you can continue shooting through walls with Deep Impact.

The Sniper-Shotgunner class is designed for the mobile sniper who needs to relocate often and may encounter some close-quarters fighting while bouncing from perch to perch. Grab Claymores to protect you while sniping, and Iron Lung to steady your hand.

Suggested Loadouts

Mid-Range Assault

Slot	Name
Primary Weapon	M14
Notes/Attachment	ACOG Scope
Side Arm	M1911
Special Grenade	Smoke
Perk 1	Frag x3
Perk 2	Juggernaut
Perk 3	Deep Impact

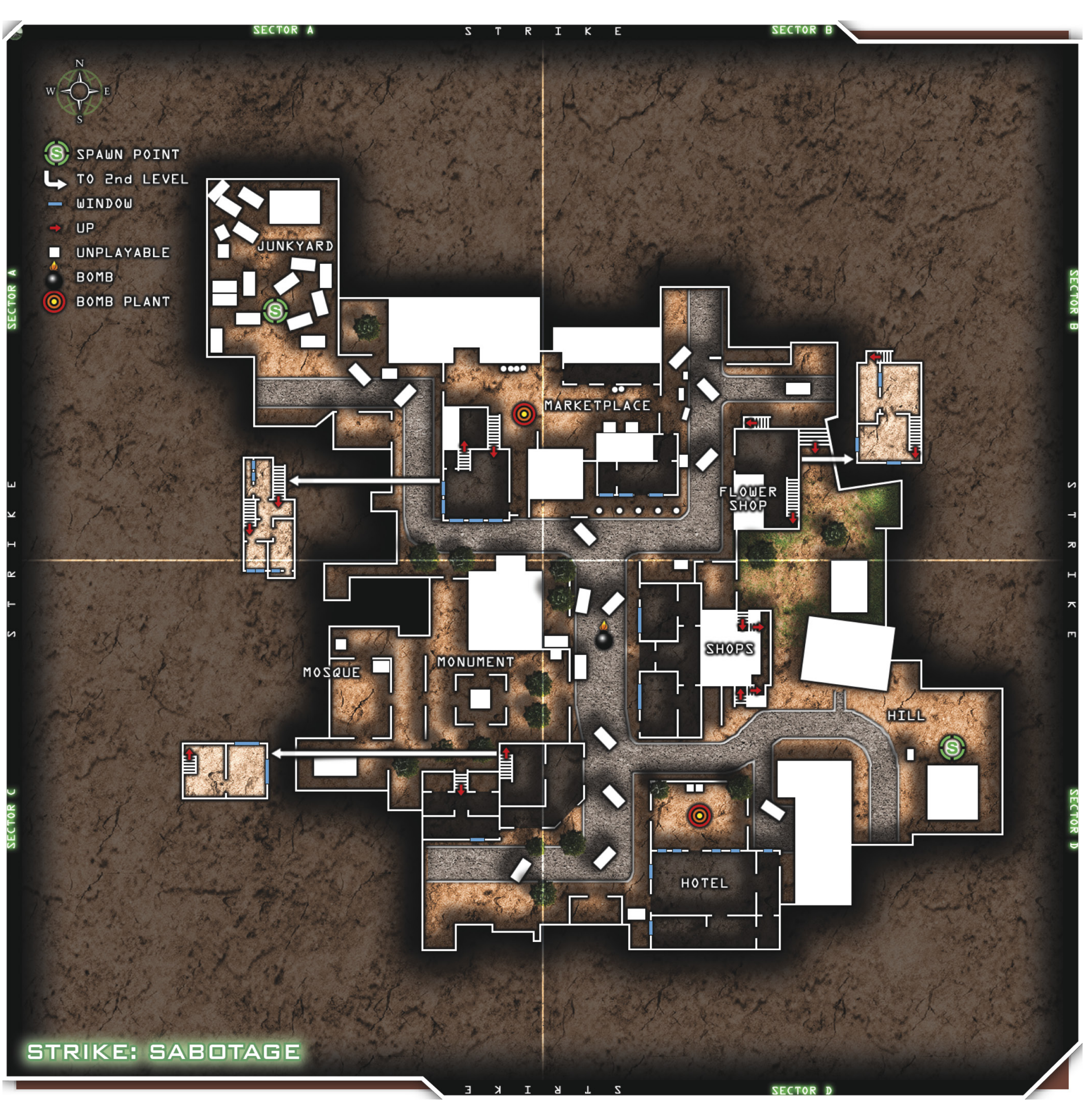
Sniper-Shotgunner

Slot	Name
Primary Weapon	R700
secondary Weapon	M1014
Special Grenade	Flash
Perk 1	Claymore x2
Perk 2	Overkill
Perk 3	Iron Lung

Tips & Locations

One team spawns in the Junkyard in the northwest corner of the map, and the other team spawns on the Hill in the southeast corner. Most firefights will occur right in the center of town, between the Monument and the Shops. Use the half-wall just outside the Hotel as cover to shoot up the street toward the Marketplace. The whole Marketplace area becomes very hot very quickly, so use grenades to cool it off. Try using C-4 on vehicles to create larger explosions when groups of enemies pass by them.

Snipers will like the multiple second-story levels on this map. There are plenty of places to snipe from even on the ground. Find a good line of sight to the action, and set some Claymores to cover your back. Always try to pair a sniper with a defender, because while enemies can shoot your Claymores, your buddy can at least shoot back. Use teamwork to divide and conquer. Use smoke and diversionary fire to make the enemy think you're stronger in one area than another. Lure them into traps like Claymores or C-4 explosions, or just massively overpower them at your campsite. Snipers can make great use of the second-story level of the building just south of the Monument. A large opening offers a great line of sight to the Marketplace.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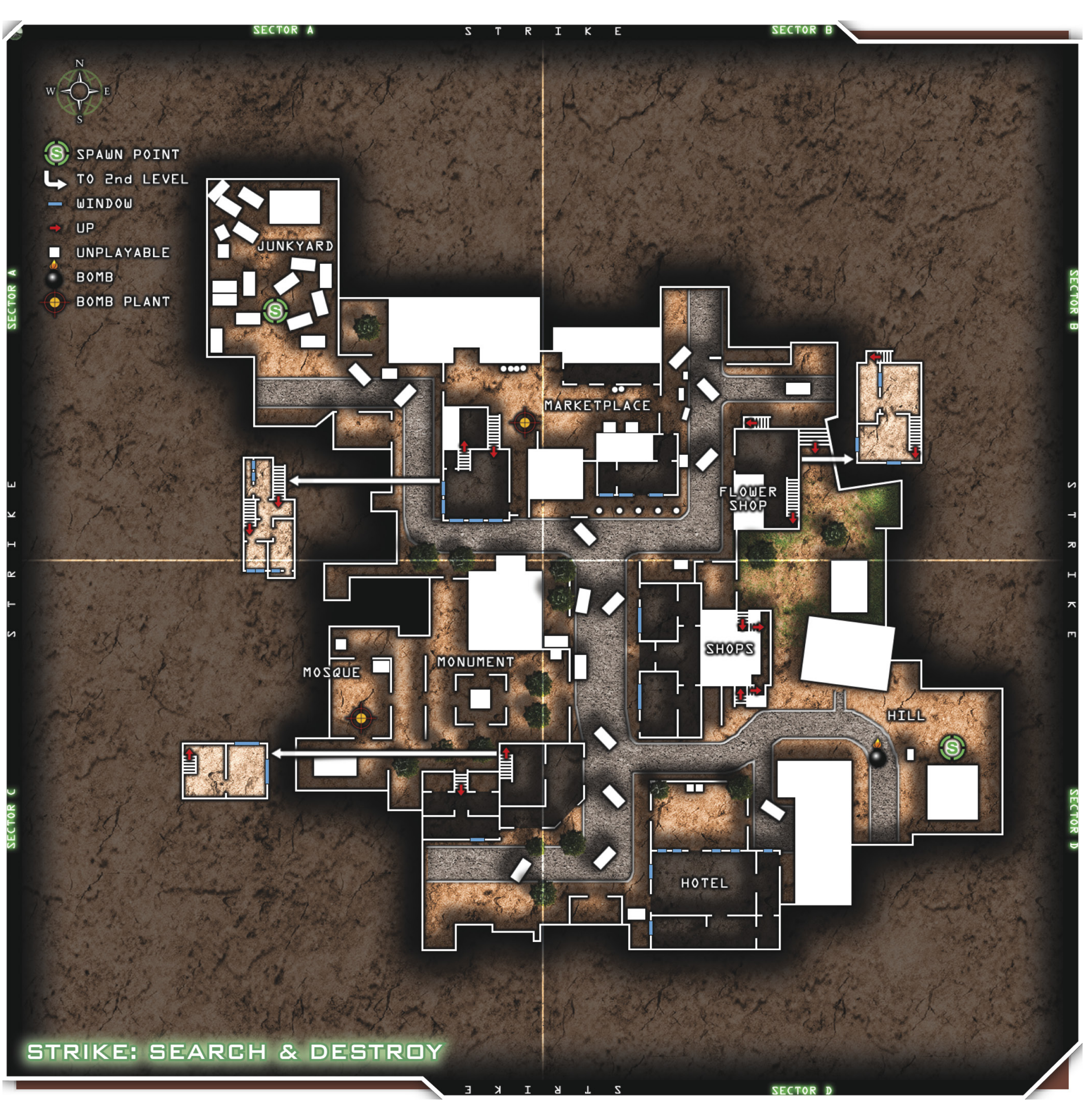
SECTOR D
STRIKE: SABOTAGE

There are several buildings to camp. Use them whenever possible to take a breather and get a few quiet kills. Don't overstay your welcome, though. As soon as the enemy knows you're there, move out and commandeer another place. Hopping back and forth like this is great cover, and it can really frustrate the enemy because they can't get a clear shot at you.

UAV Jammers are also a good perk on this map. Since there are so many avenues to relocate and maneuver, there could be an enemy around every corner. Be ready for stabby-time.

Grenade launchers and RPGs are a good choice for areas like the main street and some balconies. Try to gauge your distances before you shoot, so you don't waste ammo. Launch a few up the street, and remember to note where you sighted up your shot and where it landed. This intel, combined with where you stood when you fired, will help you nail down the target next time.

Consider using only silenced weapons and UAV Jammers on this map. Since there are so many ways to navigate through the city, being unseen is a tremendous advantage. This is very frustrating to enemies who rely on radar and UAV scans to aid them in airstrikes or general tactics. Silencers decrease your weapon's damage, but keep you hidden from radar. If you do run with a silenced weapon, consider the Stopping Power perk to maintain its damage level.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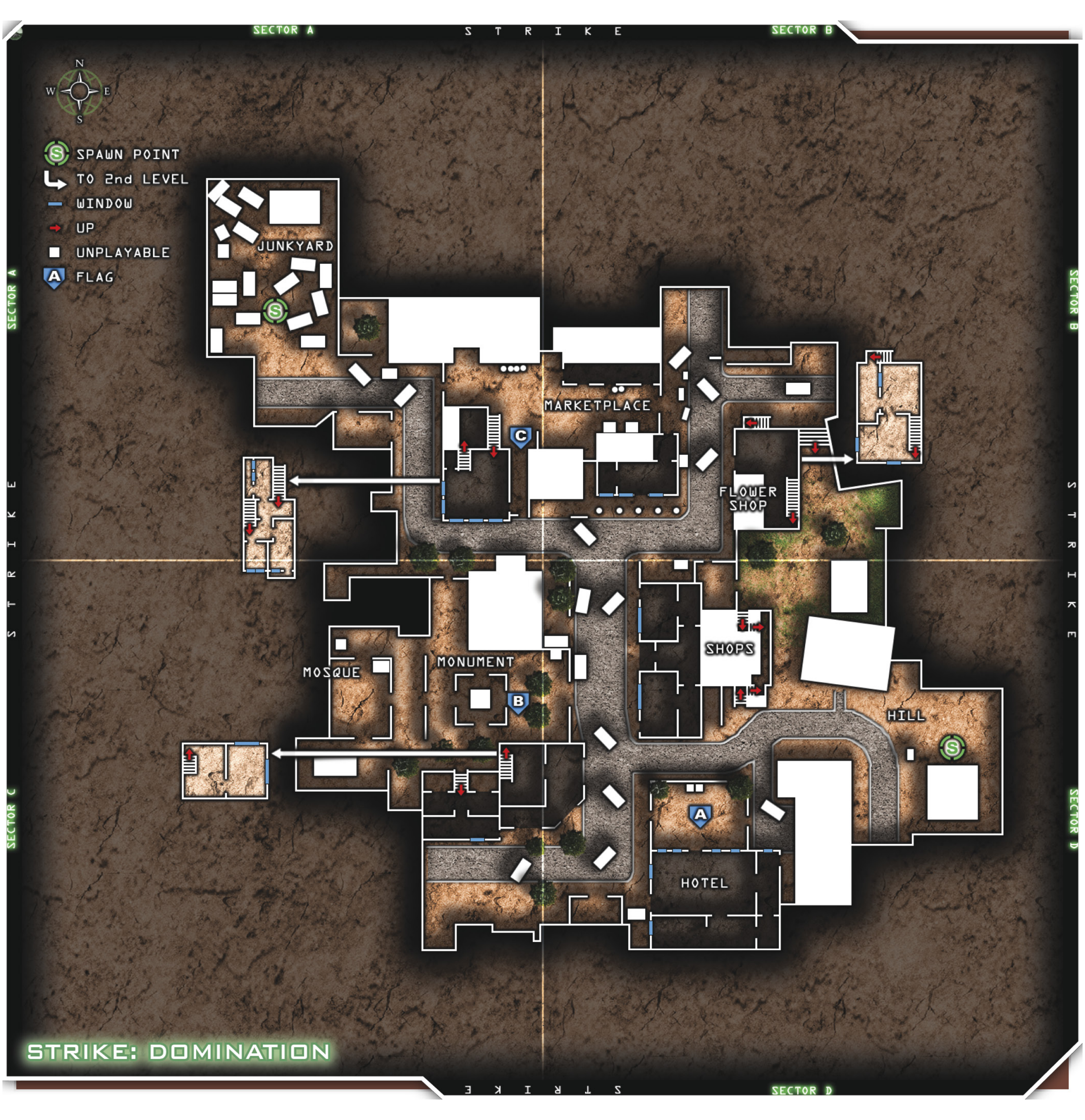
STRIKE: SEARCH & DESTROY

Team Tactics

There are so many things to do on this map, it's hard to know where to start… How about the eastern team spawn on the Hill? Okay, we need an objective… Let's steal the peach from the Marketplace.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STRIKE: DOMINATION

The Marketplace offers a good-sized area that can be locked down without too much loss of life. Getting there is the problem. Take your entire team north through the east side of the Shops (around the back) and make your way to the Flower Shop. Go around the back of the shop and fight your way into the Marketplace from the east-side entrance. Get your team inside by any means necessary: snipers, grenade launchers, frags, RPGs, whatever you need to gain control of the Marketplace. Smoke is a viable option to extricate your enemies as well. Fill the center of the Marketplace with smoke and see what comes out.

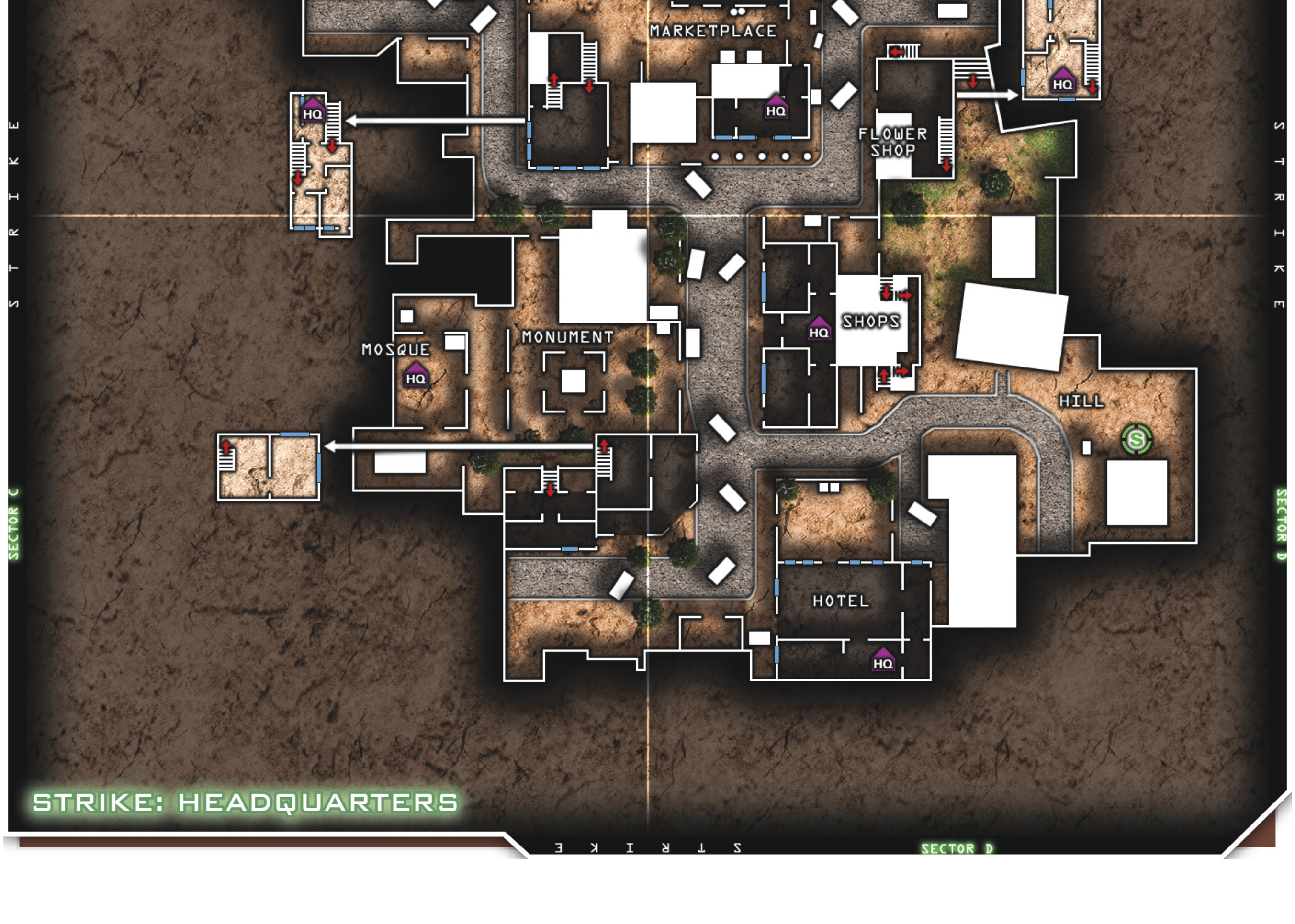
Once you've gotten control, delegate positions. Put a player on every access point to the entire Marketplace. There are entrances on all sides except for the north side, which makes it a good, fortifiable compound. Plant Claymores and C-4 wherever possible, and take up positions where you can watch the entrance points from afar and simultaneously avoid incoming grenade barrages. There are several upper-level windows where you can place snipers, and some great areas to create crossfires.

Another option for teams spawning at the Hill is the top gun assault. Take a team of 2 snipers or long-range riflemen, or even a grenade launcher, to the end of the main street just west of the Hotel. They can take up positions in the building on the southeast corner of the Monument, or right behind the half-wall in front of the Hotel. Let them work on their 5-kill streaks while the bulk of your team hovers around their spawn point, watching any entrances to it (like the alley behind the Shops and the main street). Once your snipers have access to the airstrike, have them call it in the center of town at the top of the main street. When your team sees the airstrike coming in, they should let it drop its ordinance and then follow close behind it on foot up the main street. You're looking to overwhelm the enemy by using the air support and bringing in the rest of your team behind it.

After your snipers call in the airstrike and the rest of the team has made it up the street to the Marketplace, the snipers should use their cover to reposition on higher ground, such as the Flower Shop. From there, snipers can see enemies flowing out of their spawn points, the Marketplace and the main street. Use them to communicate enemy positions while your ground team remains mobile.

Wingman teams will also work here, but will require great communication. It's easy to get outnumbered quickly on this map. Let's work with three teams of two. All teams should have at least one player with a scope on an assault rifle, or a sniper with Overkill and an assault rifle, submachine gun, or shotgun to help when it comes time. Spawning from the Hill again in the southeastern corner of the map, send one team up north via the alley behind the Shops, send the second team up the street but through the Shops themselves, and send the third team to the Monument. All teams should concentrate on regrouping up at the Junkyard in the northwestern corner of the map.

The Monument team will see plenty of action, but can take a back route to the Junkyard by cutting straight through the Monument courtyard and keeping left. The Shops team may have some trouble getting in and out of the Shops, so bring some smokes. The Alley team may encounter a sniper or two down the length of the alley, but that's why you brought yours along too. Outsnipe the enemies you encounter, and toss a few exploding cookies their way. Have everyone regroup at the Junkyard, and remobilize the team for a run back through town. Maintain the single-unit structure, backtrack down the main drag, and polish off any stragglers for the win.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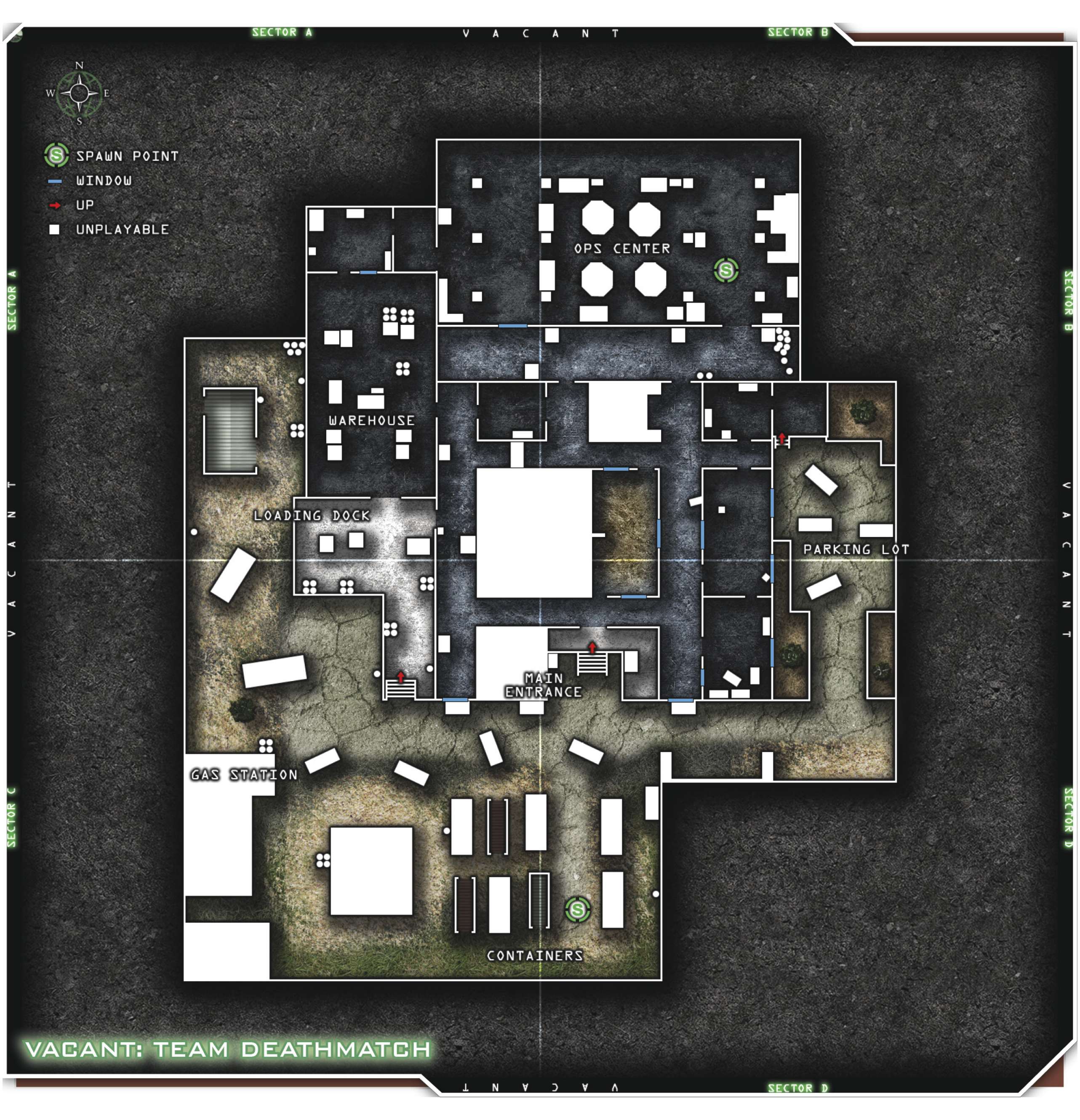
PRIMA GAMES

CALL OF DUTY
INFINITE WARFARE

Map Tactics

Vacant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LOADING DOCK
PARKING LOT
MAIN ENTRANCE
GAS STATION
CONTAINERS
VACANT: TEAM DEATHMATCH

Spec Ops vs. Spetsnaz. This is an abandoned shipping facility near the end of the day. The Spetsnaz have set up a temporary operations center to plan their attacks on the Spec Ops. The office complex consists of a maze of hallways and offices, including a Warehouse and an Ops Center. It's surrounded by a Parking Lot on the east side and a loading/fueling area on the south and west sides.

SEA SNIPER TIP

Always check your radar for enemies, like Mr. Stabby.

The Assault class is great for setting up outside the complex and picking off opponents trying to flank your team by way of the three exits just north and west of the Containers. These classes can also position themselves on the south end of the Containers to shoot back up toward the Loading Docks. If they decide to head inside, they should plant Claymores around heavily trafficked hallways and entrances. Sonic Boom will increase the damage from your Claymores and might take out more than one enemy. This could be a big help in getting your 7-kill streak so you can call in the chopper. Martyrdom is a must for this map, because the bulk of it is close-quarters indoor combat, and there aren't that many places to run away from a grenade.

Using the Stopping Power perk maximizes the efficiency of the submachine guns, which aren't as powerful as assault rifles. Always keep in mind that a submachine gun will do some damage at medium distance, but it's really only effective at close range. Train yourself to run toward enemies instead of backing away. Backing up will only decrease the amount of damage your bullets do, even with the Stopping Power perk. Running toward your enemies while firing gives you a dual advantage: You increase the damage you do, and if you get shot in the process, you've got Martyrdom! If you choose to run with the Double Tap perk in place of Stopping Power, you can come out on top in a lot of firefights. You'll be putting twice as many bullets into your enemy. This works best when combined with your Bandolier perk, because Double Tap really chews through ammo.

Suggested Loadouts

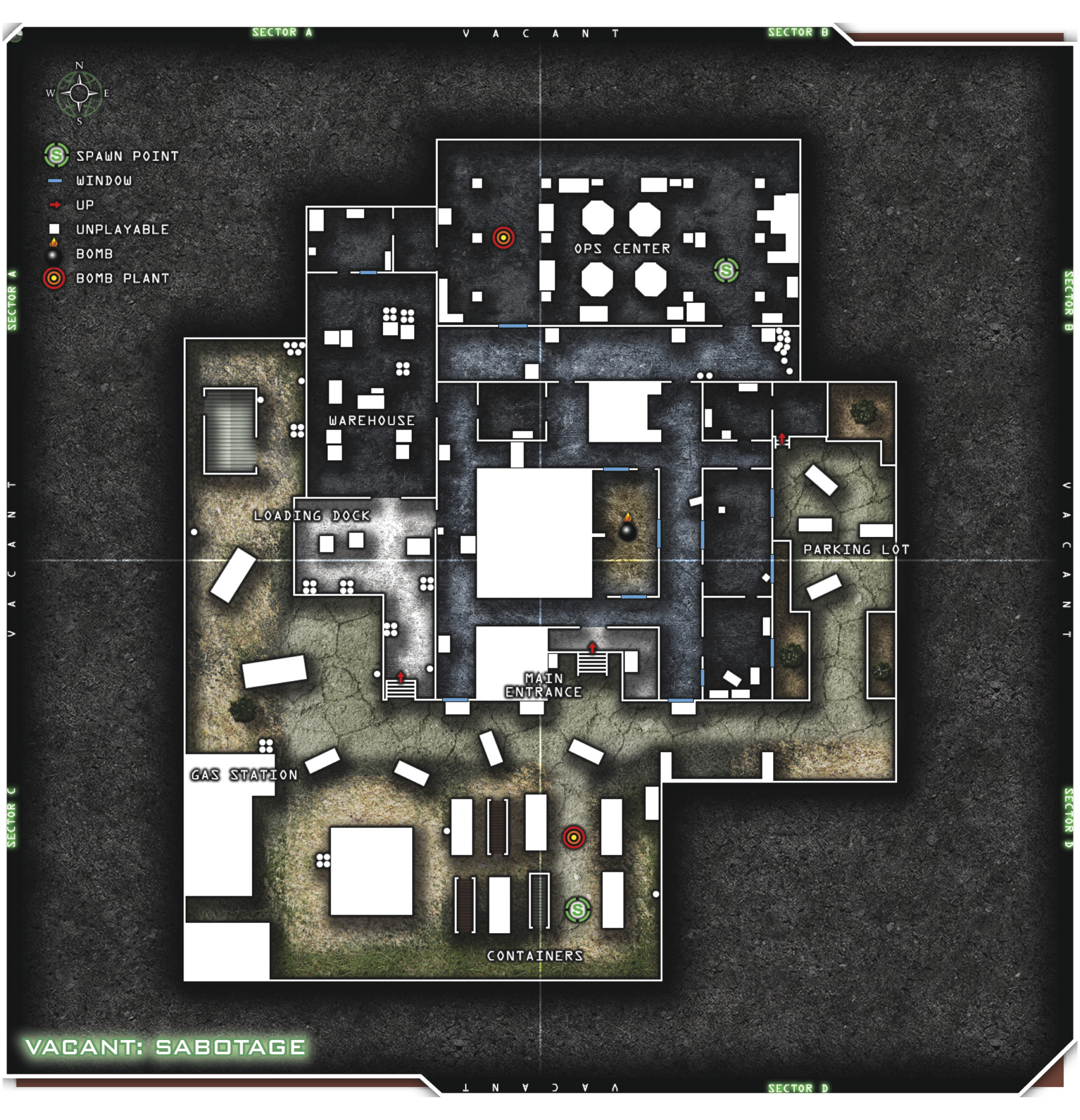
Assault

Slot	Name
Primary Weapon	MP44
Notes/Attachment	Red Dot
Side Arm	M9
Special Grenade	Stun
Perk 1	Claymore x2
Perk 2	Sonic Boom
Perk 3	Martyrdom

CQC

Slot	Name
Primary Weapon	Skorpion
Side Arm	Desert Eagle
Special Grenade	Stun
Perk 1	Bandolier
Perk 2	Stopping Power or Double Tap
Perk 3	Martyrdom

Tips & Locations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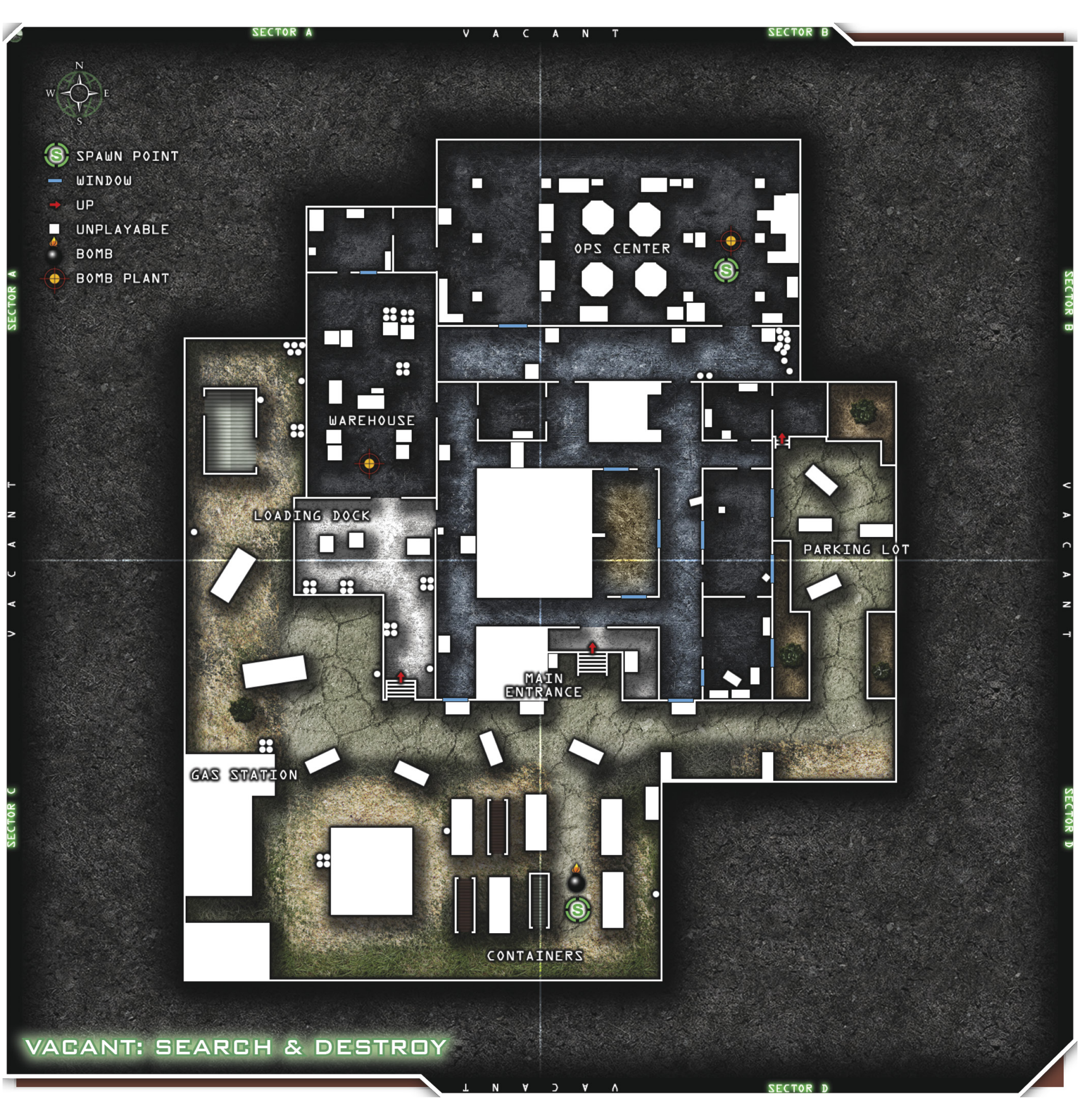
VACANT: SABOTAGE

Vacant is primarily a close-quarters/short range map. You should choose a primary weapon that will allow you the most mobility and firepower, such as an SMG or a shotgun. Not much sniping goes on in this map, so choose your loadout wisely. You don't want to get stuck running around the interiors with a sniper rifle. There are lots of places to hide on this map, so consider the use of silenced weapons as well. They will allow you to remain invisible on enemy radar while shooting.

The interior of the complex is made up of offices surrounded by the large Ops Center to the north and Warehouse to the west, bordered by the Parking Lot, Loading Dock, and Containers on the outer perimeter. Most initial incursions take place in the Offices (particularly the courtyard between the Parking Lot and the Loading Dock), but also in the south entrance to the Warehouse and the south entrances to the Offices, which include two windows and the main doorway entrance. Be wary of these three areas throughout the match, because the enemy will use them to outmaneuver you.

When spawning at the Ops Center (northern spawn), decide what style you'll be playing before you run off. If you're a patient, long-range player, head southwest through the Warehouse to set up camp, and pick off enemies trying to gain access to the Warehouse via the Loading Dock. If you're looking for a CQC fight (close-quarters combat), head to the east side of the Ops Center and make your way south into the Offices. Most of these CQC battles will begin down the hallways and the central courtyard, so it might be a good idea to choose your weapons and special grenades/perks wisely before you begin. The Parking Lot has a raised retaining wall that offers a decent shot into the interior. Use it to your advantage when you get a UAV up and running.

The refrigerator in the kitchen, just north of the Parking Lot, is a great place to crouch behind and observe anyone trying to outflank your team via the Parking Lot. The bathroom corners inside are also great places to ambush someone with a knife. There's a table in the room in the northwest corner of the Warehouse, and this is good for going prone and ambushing enemies entering through either the Warehouse or the Ops Center. Remember to save your airstrike until you know there are enemies outside, because most of the map's action takes place indoors.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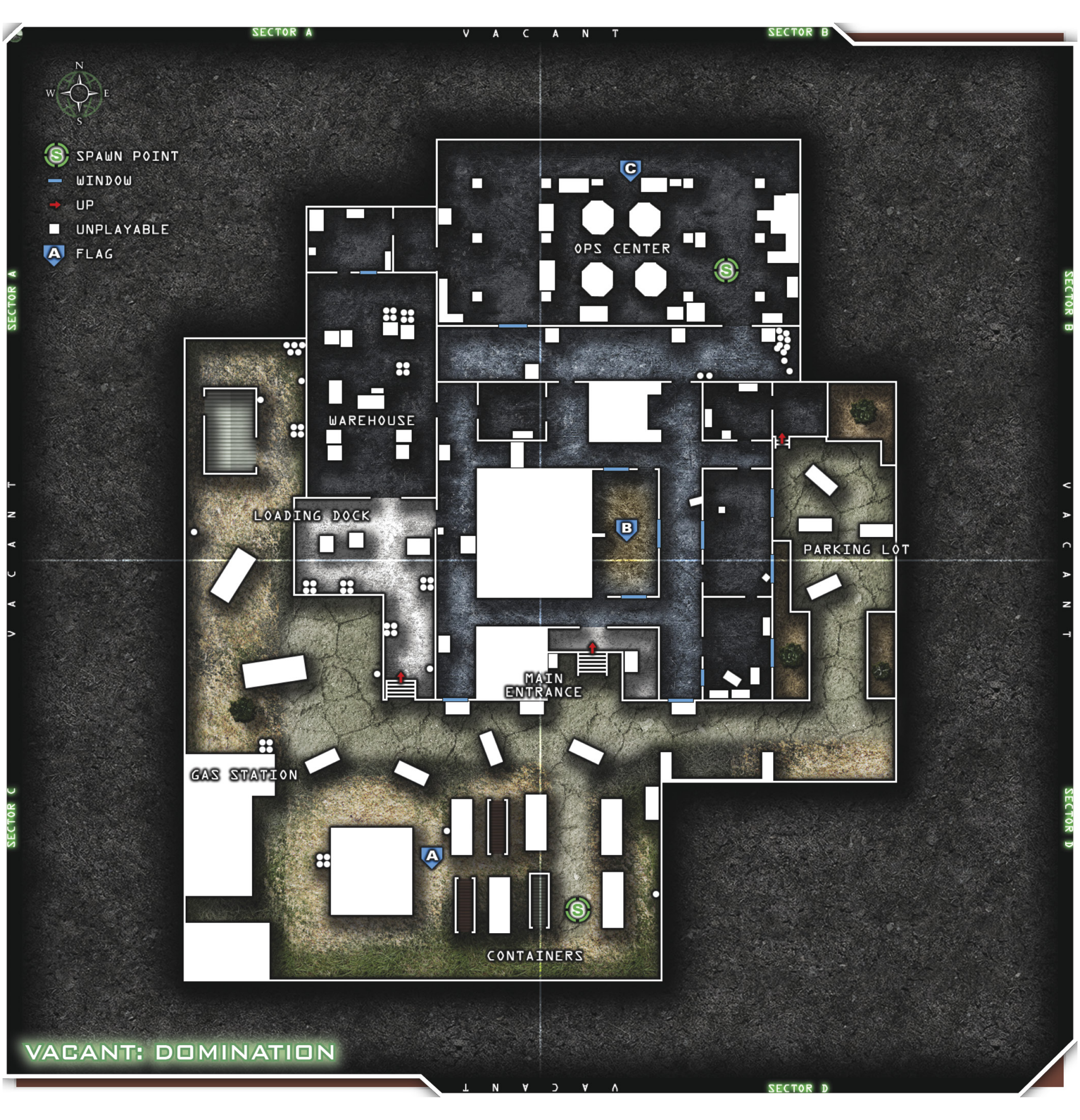
VACANT: SEARCH & DESTROY

Team Tactics

Spawning at the southern Containers, split your team into three sets of wingman pairs and send them off into the complex by way of the Loading Dock, the Main Entrance, and the Parking Lot. All teams should proceed at whatever speed they desire. Maneuver through the hallways and offices until you meet up in the Ops Center. Set up shop for a while and regroup. Have everyone double up on an entrance, because there are only two to watch. The enemy will find you soon enough, but you should be able to hold them off indefinitely and rack up some fast points. If this tactic works for you and your team, continue using it until it fails. If you need to bug out of the Ops Center, split back up into your original wingman teams and head back the ways you came in.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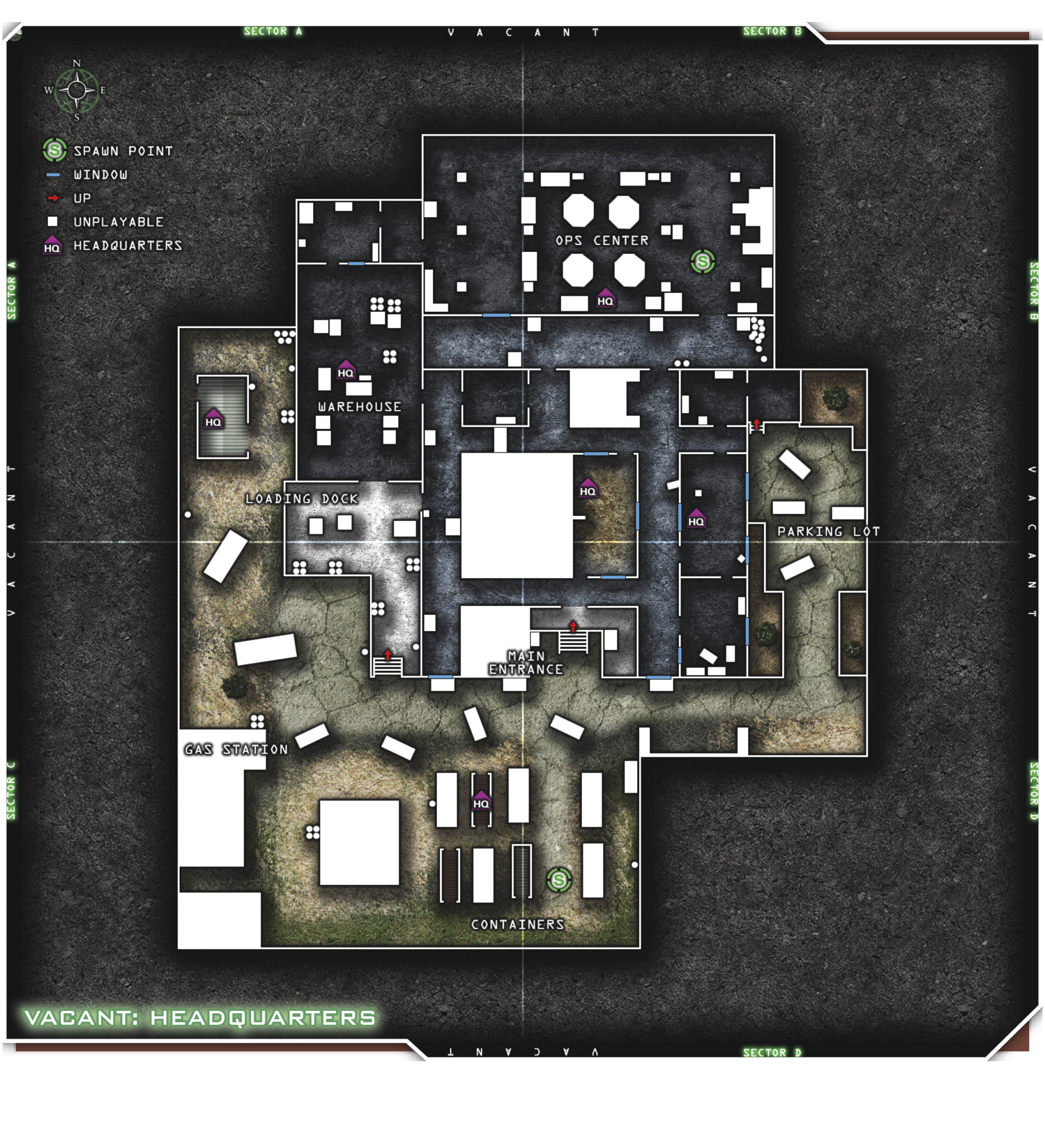
PARKING LOT
MAIN ENTRANCE
GAS STATION
CONTAINERS
VACANT: DOMINATION

Alternatively, you can maintain a solid force just by setting up outdoors near your spawn point. This is very handy, because you'll be able to get set up much more quickly than the opposition. If you're playing with six players per side, place someone in the south near the Containers to snipe back toward the Loading Dock, where many enemies stream out. Place another player right on the northeast corner of the Loading Dock and the Warehouse to finish off anyone who makes it out. Place a player just south of the tanker truck by the Gas Station to snipe back toward the Parking Lot, watching for enemies trying to flank or jumping out of the windows or Main Entrance. Position another player on the large path between the shipping Containers to watch the Main Entrance, and another teammate should hide behind the dumpster between the Main Entrance and the Parking Lot to watch for jumpers exiting through the window. The final player should watch the Parking Lot. Anywhere along the lot is fine, as long as he prevents any enemies from flanking your team. This is a great setup, and your teammates are positioned close enough to each other to help out or fill in if necessary.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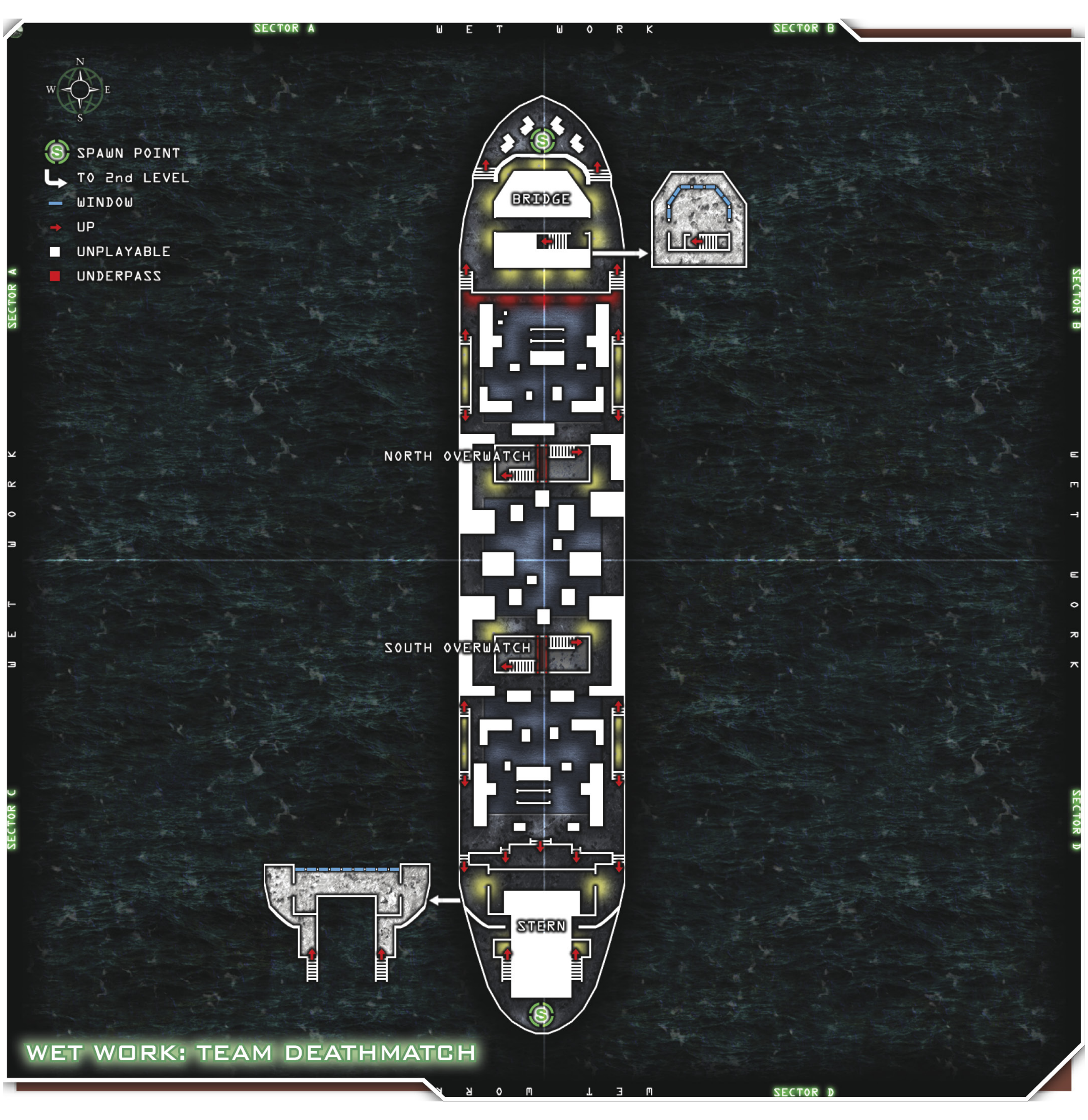
VACANT: HEADQUARTERS

PRIMA GAMES

CALL OF DUTY
INFINITE WARFARE

Map Tactics

Wet Work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WET WORK: TEAM DEATHMATCH

U.S. Forces vs. OpFor. This map takes place on a cargo ship out at sea. It's night, but visibility is still good. Night vision helps quite a bit on this level, but it can be disorienting in close quarters. There are only two indoor areas, located at each end of the ship. There are two raised platforms for snipers as well.

These loadouts work well in a team or if you're going solo. The Grenadier/Assault class is great for deck battles. With the grenade launcher, you'll get a lot of unexploded shell kills. (Watch for the icon when you kill someone that way!) Use smoke to get through the tough areas. The Double Tap perk is ideal for the killer on the go, because you'll want to fire off as many rounds as possible when you see an enemy. Extreme Conditioning will help you make it from one side of the ship to the other quickly.

The Sniper kit should be used by experienced snipers who can set up on one of the overwatch platforms and pick off enemies trying to breach through the center arena. Outfitted with Frag x3, the sniper can also defend himself if enemies move too close. Juggernaut lets you get into sniper battles with enemies shooting from the opposite platform, and Iron Lung will help steady your hand for longer periods of time.

Suggested Loadouts

Grenadier/Assault

Slot	Name
Primary Weapon	AK-47
Notes/Attachment	Grenade launcher
Side Arm	Desert Eagle
Special Grenade	Smoke
Perk 1	Disabled
Perk 2	Double Tap
Perk 3	Extreme Conditioning

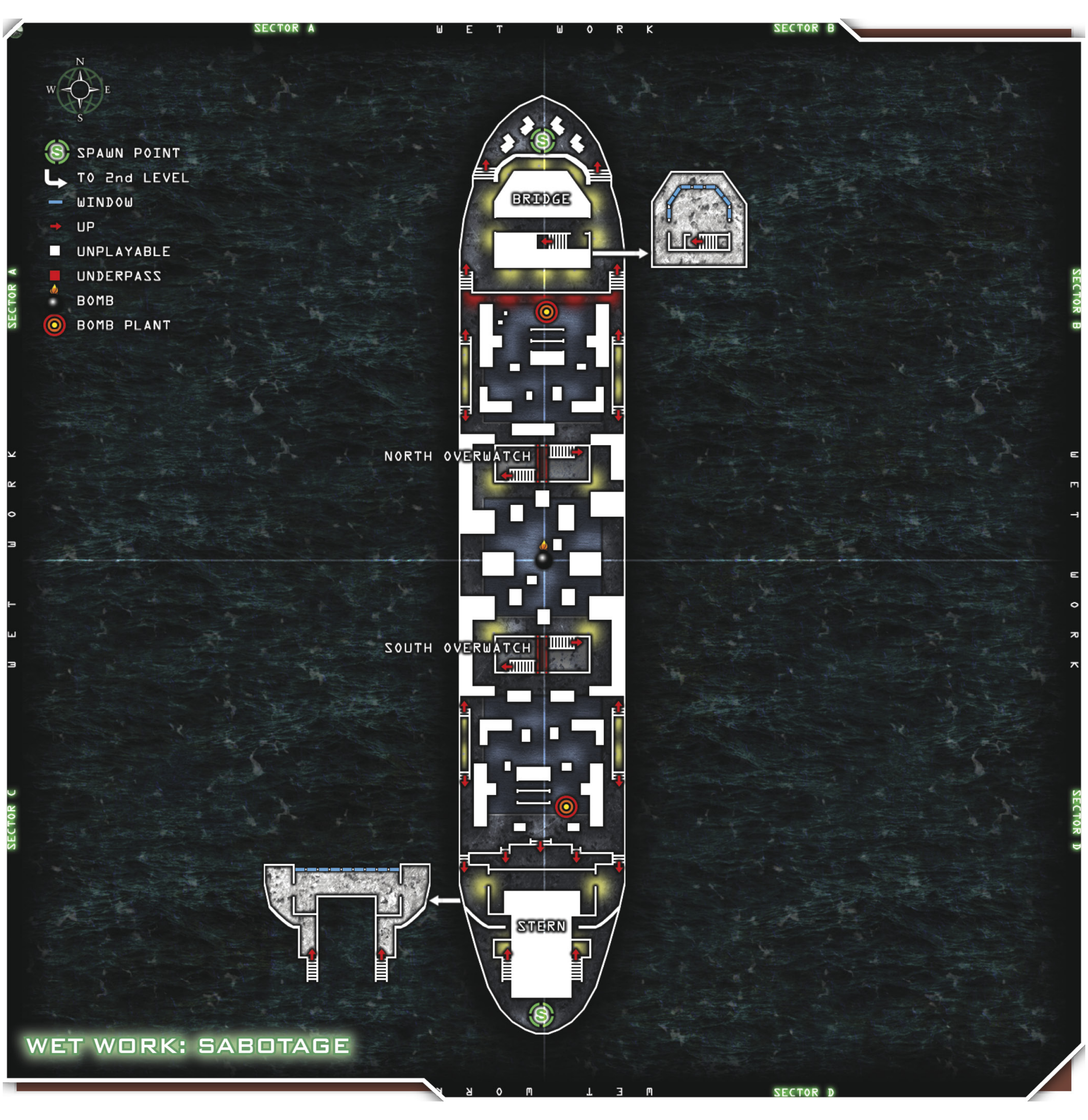
Sniper

Slot	Name
Primary Weapon	SVD
Side Arm	M1911
Notes/Attachment	Silencer
Special Grenade	Smoke
Perk 1	Frag x3 or Claymore x2
Perk 2	Juggernaut
Perk 3	Iron Lung

Tips & Locations

The two overwatch platforms are great places to snipe, but be careful that you don't get stabbed. This is a great place to put Claymores. Put them at the top of each staircase leading up to each platform, and rest easy.

Most of the battle will occur in the center of the ship, with teams constantly flowing in and out from the underpasses below each overwatch platform. Watch for the occasional straggler who thinks he's smart and tries to maneuver around the sides of the underpass. A few grenades will teach him.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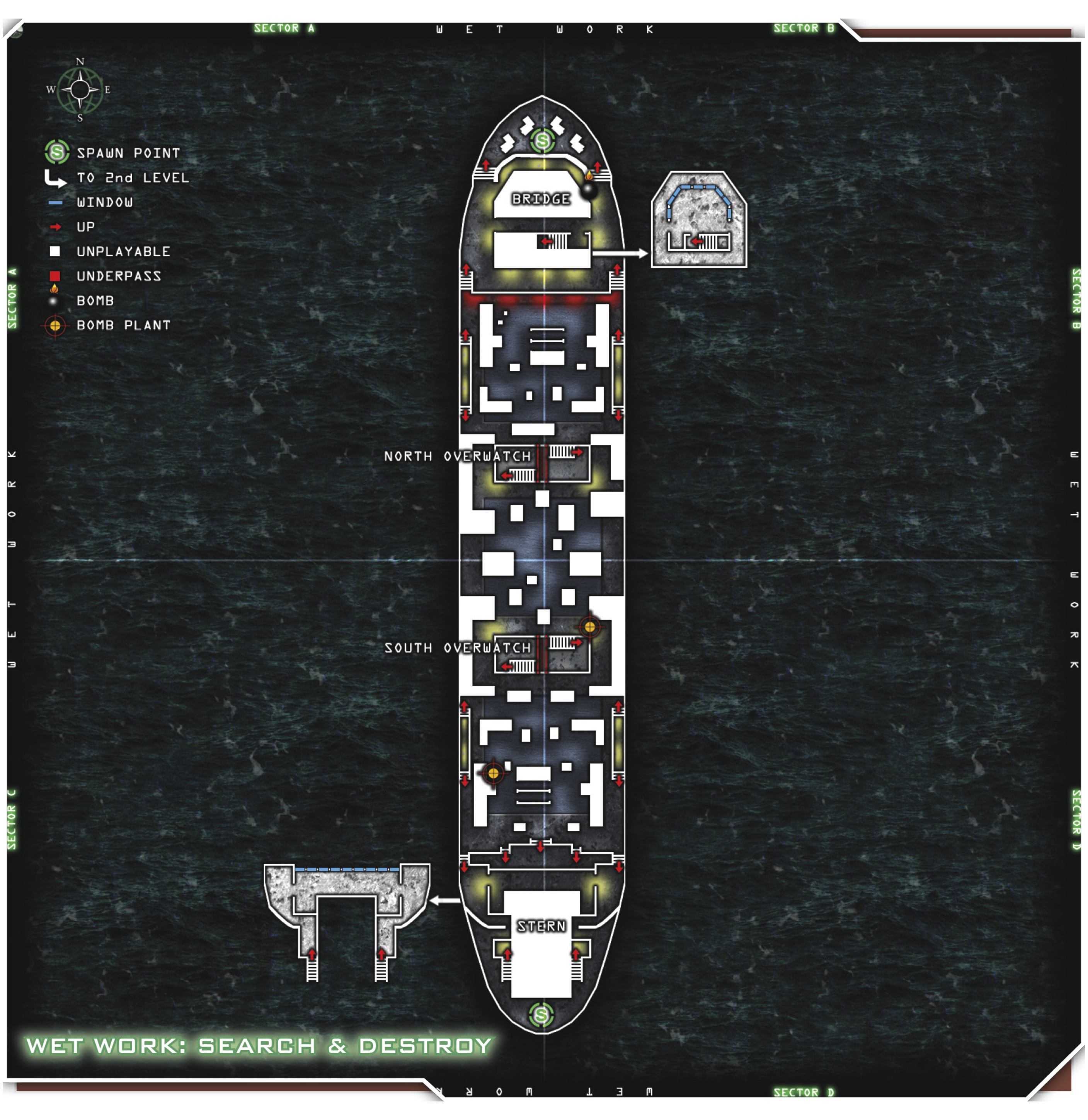
WET WORK: SABOTAGE

Stick to the sides of the ship as often as possible, because there's more cover from the plentiful incoming grenades. You'll be able to pop from cover to cover pretty well by using the cargo containers scattered along the rails. Be ready to stab around every corner, because many players will try to rush to your end of the boat. If you end up getting pushed back to your spawn point, don't worry. There are plenty of places to hole up in there. Each spawn point offers an elevated second level, which is great for snipers. It's always better to shoot down on enemies than to shoot up, so take advantage of this if you get pushed back. Snipers might want to set up here on the second level initially, if they can get a decent line of sight to the action.

The center of the ship is where almost all the magic happens. Teams will continue to pour through the underpasses and around the sides. Sitting back a bit and letting them come through might be a good trick once in a while. Try setting Claymores where they won't expect them, and have some of your snipers take care of the more difficult enemies. Be ready for some close-quarters combat on the ship. Snipers should always be ready to pop on their night vision and grab a pistol to plink away at any close-talkers.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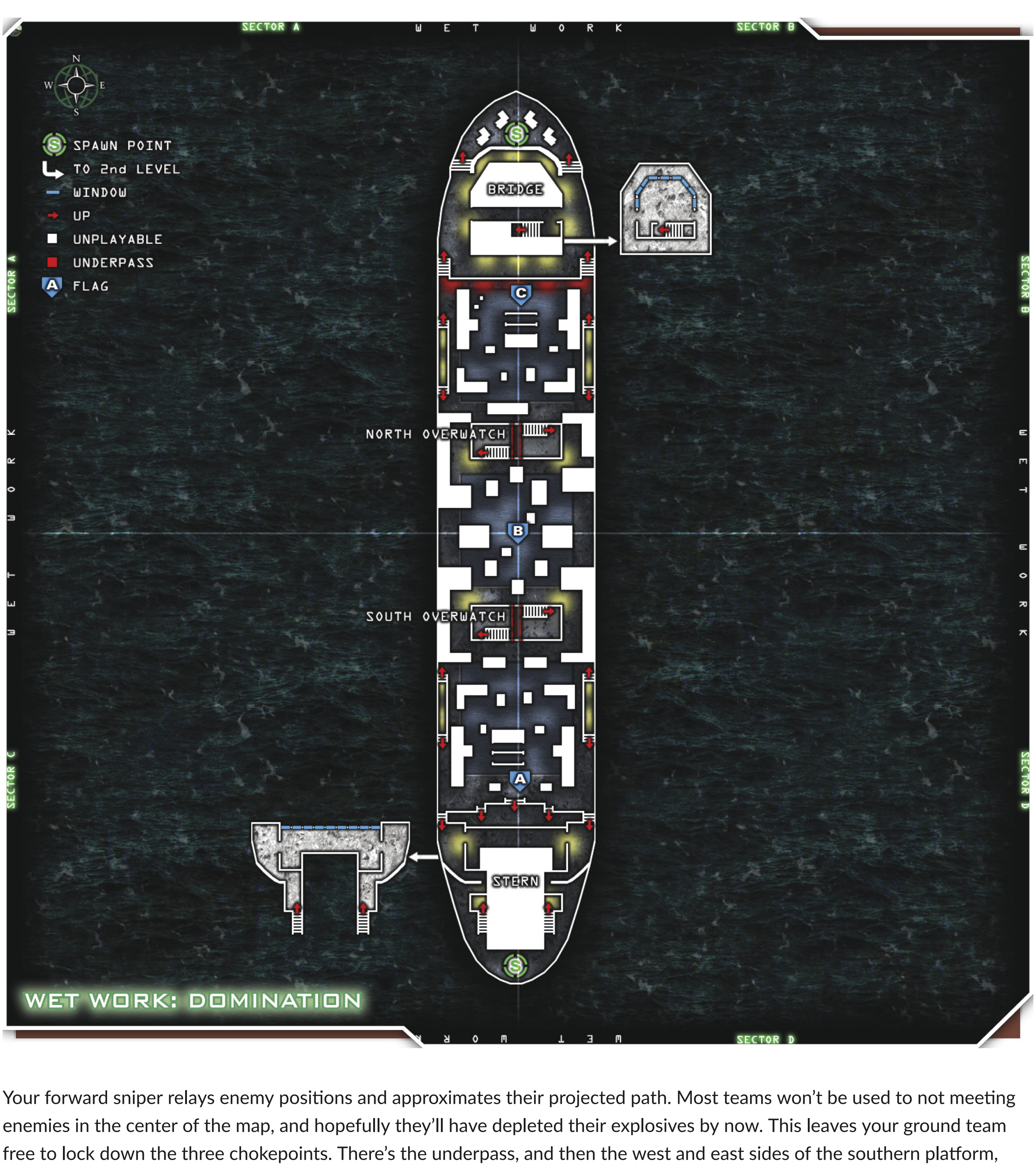
WET WORK: SEARCH & DESTROY

Team Tactics

Take a conservative approach on this map to start. Let's kick off from the south side of the ship. From there, put one sniper out on the second-story balcony right away. The rest of the team moves into position just south of the South Overwatch platform. They escort your second sniper to that platform until he gets set up with Claymores. The ground crew also plants a mix of Claymores and C-4 packs at the south underpass, and then pulls back between the south platform and your spawn point. Your forward sniper will no doubt be screaming over the mic that "they're coming," so your secondary sniper can start shooting and your ground team can prepare for carnage.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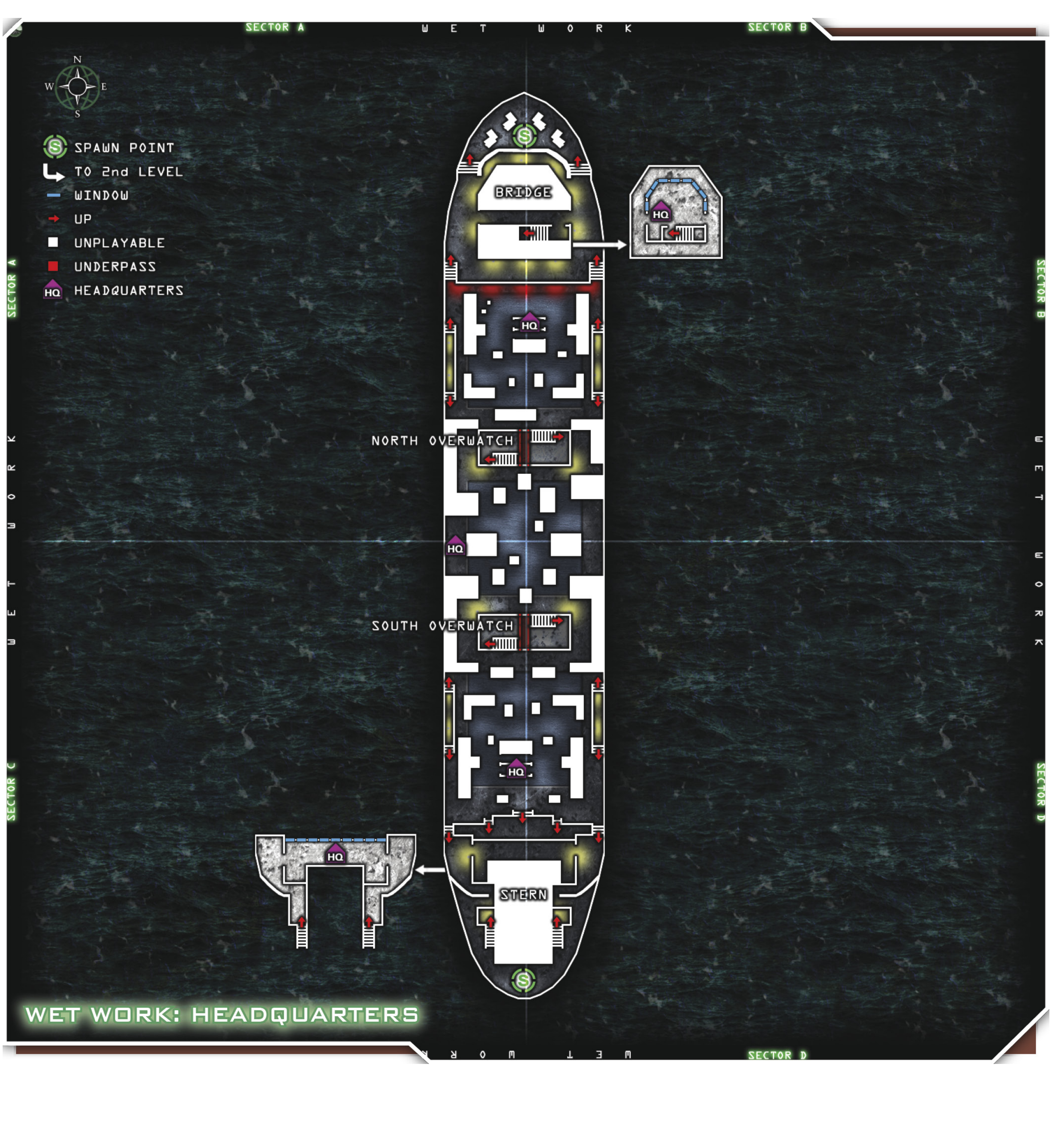
WET WORK: DOMINATION

Your forward sniper relays enemy positions and approximates their projected path. Most teams won't be used to not meeting enemies in the center of the map, and hopefully they'll have depleted their explosives by now. This leaves your ground team free to lock down the three chokepoints. There's the underpass, and then the west and east sides of the southern platform, which should all be decorated with Claymores or C-4.

Depending on your teammates' skills, consider setting up two more snipers. Put a set of two snipers on the south platform and two more on the second story of the spawn point. Your remaining two players should run light, with either submachine guns or assault rifles and Extreme Conditioning. Have them move as quickly as possible to the kill zone, which is the center of the map between the two overwatch platforms. They should set up as quickly as they can and start fending off the sides of the northern platform, while your snipers take aim at the underpass and work on funeral arrangements for any counter-snipers. You may want to alter the configuration a bit, depending on your snipers' skills or the need to have more boots on the ground. The choice is yours, but putting two snipers on the overwatch platform and just one on the second-level balcony, while the new assault boots help out in the kill zone, is a good plan.

As a last resort or just to change things up a bit, you can keep your team together, spaced loosely to avoid grenades, and move up one side of the ship to get behind the enemy. Of course, make sure to smoke all avenues of possible approach, to disorient the enemy and surprise them when you come through one of the smoke clouds they didn't expect. Keep making your way forward, shooting down enemies as you go, and if you lose a man, take cover and wait for him to rejoin the team. Then proceed forward. Continue to caterpillar your way up the side of the ship until you reach the enemy spawn point. Then you can commandeer their base and hold it down until they realize what's happened, or you can regroup and head back through the center or the other side of the ship. It's up to you. This is a very fun level and can be played tactically.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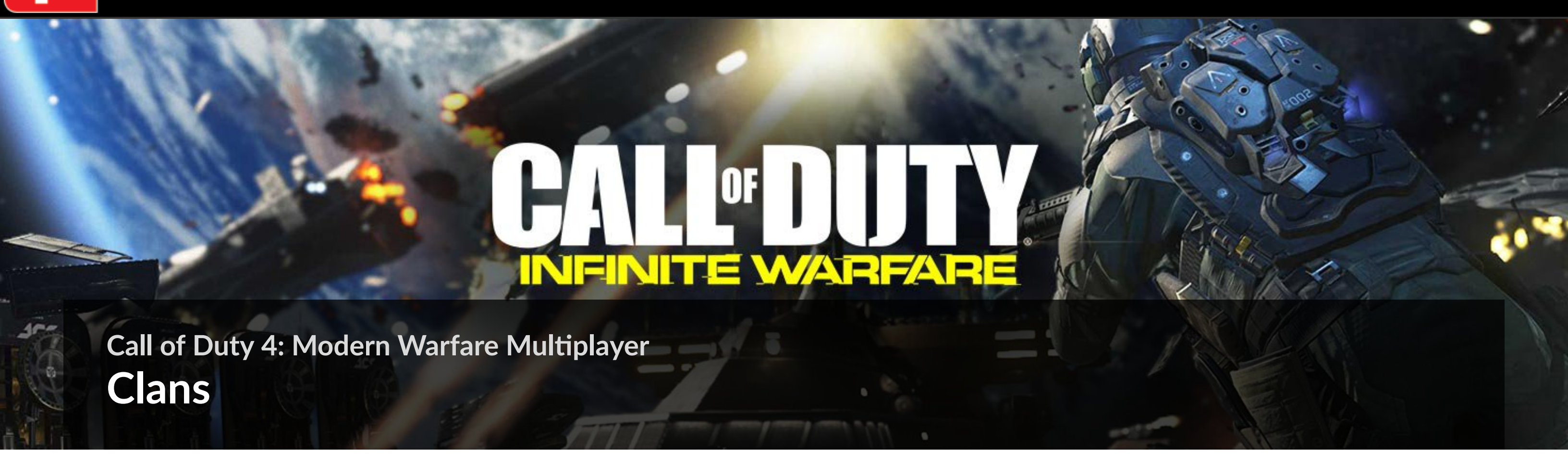
NORTH OVERWATCH
SOUTH OVERWATCH
STERN
SECTOR C
SECTOR D
WET WORK: HEADQUARTERS



Call of Duty 4: Modern Warfare Multiplayer

Clans

Clans are groups of players who fight on the same team in matches against other clans. Clans can compete in many leagues, ladders, and tournaments. Clans are a great way to make sure you're playing with the kind of people you want to play with, and not some raving lunatics. Great friendships are formed in clans, and they give players a sense of purpose as well as camaraderie. There's nothing like prepping for a clan match. You can set up a clan for free. All it costs is time…

Creating a Clan

If you're tired of never being able to get anyone to work as a team, create one of your own. There are tons of things to consider before you get yourself into something you can't get out of. Consider everything from the name of your clan to the players you bring into it, and everything in-between. Running a clan is a lot of work, but it can be a lot of fun if you do it right and put the time into it.

Clan Name & Tags

The first thing you should do is decide on a name and a tag. In *Call of Duty 4: Modern Warfare*, your name won't show up anywhere, but your tag will. A clan tag is an abbreviation of your clan name. For instance, the Sea Snipers' tag is [SS]. There are a couple of schools of thought on this process. You can choose a clan tag that you like first, and then make up a fitting name around it. Let's say you want your tag to be [DOG]. Now you have to come up with something that stands for… Department Of Gunfire? It's up to you. Be creative and/or descriptive. If you don't care what your tag is, choose a name that fits your style of play or the image you want to present to the world. For instance, the 1st Digital Infantry's tag would be [1]. It's your choice whether you want to take things seriously or just have fun with it.

Your tag is placed in front of all of your players' names. If your name is Jimmy, your clan tag is displayed in front of it in-game, making it [1]Jimmy.

Clan Rules & Standards

Your clan should create a code of conduct for all its members. If you don't set down rules beforehand, members will think you're a jerk when you punish them for something they didn't know they weren't supposed to do. This also helps you decide what kind of clan you want to be, and helps potential members decide if it's the right place for them. Decide how much time you require from members for things like practice and matches, how active they need to be in your forums, etc. Include rules like "no smack-talk" if you want to take things seriously and gain respect from others, and "if you fail to show up for a practice, you may not be rostered in the next match." Regardless of the type of clan you want to create, don't be a jerk. Treat people with respect, or you'll be left in a room by yourself and the word will get around not to play your clan. Be respectful and people will respect you. If they don't, bug out.

Eventually you'll find a good group of players and clans that all have a good time with each other…while killing each other. Make sure you cover everything that you think you may need to, and enlist the help of some of your clanmates to add to or revise the rules.

Chain Of Command & Promotions

All clans need a chain of command. Of course, there's the leader, who may delegate parts of his duties to other clan members. You should also create a rank structure based on our existing military's structure, or create your own rank names. You can use 10 ranks or 30, it's up to you. Just make sure everyone knows what they need to do to earn each rank, and what their responsibilities will be once they reach that rank.

You can let some of your subordinates take care of things like recruiting, intelligence, training, and battles. Whatever you need done for the clan, find the right person for the right job.

You might decide that your members need to reach a certain rank to become Chief of Training. Just make sure your members know how they can achieve that rank. You can base rank on many different things, such as practice attendance, in-game skills, if the guy came over and helped you move that couch with the fold-out bed…anything you want. Or you can promote people at random if you like. Just let your team know that's how you're going to do it.

Once you've got your chain of command in place, make sure to explain how it works. Can Privates talk directly to the General? Do they need to go through a Lieutenant? Are Captains and above the only members who can set up clan matches? These are all things to consider when creating your chain of command.

Clan Duties

There are tons of things to do in a clan. Delegate the work to the players you trust. Some of the duties that need to be performed are: Webmaster, Practice Coordinator, Battle Organizer, Recruiter, Intelligence Officer, Communications Officer, and Forums Administrator. One person can't perform all of these jobs, so figure out what needs to be done for each position and take volunteers. This is usually the best way to assign these positions. Disregard rank when choosing members to fill these slots, because some of your higher-ranking officers may not be any good at doing what you need them to do, or may not have the time to do them. Find out who's good at what and let them run with it. If they screw up, can't do a good job, or don't have the time, just assign the position to another volunteer. By letting everyone have a hand in running the ship, everyone will feel a bit more ownership in the clan and help it to succeed.

Let's explore one of the positions: Practice Coordinator. This is a crucial job, because everyone needs practice whether they think so or not. The Practice Coordinator makes sure everyone knows when practice is and shows up on time, and comes up with a practice schedule for the night. If you need work on a certain map that you'll be playing in an upcoming match, set up some drills on that map, such as getting across the bridges in Overgrown. Have one team hold one side while the other team tries different ways to get across. Then debrief the team and see what worked well and what didn't work. A lot of times you'll hear things like, "When you flashed us in the barn, we couldn't see anything. Good idea." So the Practice Coordinator should make sure everyone's where they need to be for practice, and everybody knows what's going to happen.

Recruiting

There are many ways for clans to recruit. If you frequent gaming forums, add a line of text in your signature that says, "We're recruiting! Click here." Link it to your clan website or forums. You can make a party, join a public room, and let the other players know that you're recruiting. You can watch them play and talk to them right there to see if they would be a good fit. Then you can offer them an invite or ask them to play with you a few more times before you make a decision.

You can even create a form for recruits to fill out, detailing things like when they're available to play, how old they are, how long they've been playing, how they found your clan, why they want to join, and any other questions you'd like answered. Take into consideration the age group. If you and all of your members are 25-30, you might not want to recruit 12-year-olds. The same goes for a clan of 12-year-olds. You don't want some old man in your clan, do you?

Stock your clan with good players, but also make sure they're good people. You want people willing to help you out, work as a team, and contribute what they can. Make sure all recruits know what you're looking for, and show them your clan's rules and regulations. Once you find people you think are a good fit with your clan, have them play with you in a few practices and matches before you give them their tags. They may seem cool in the beginning, but time will always reveal the true nature of a person. Make sure you're getting the player you thought you were going to get before you tag him.

Awards

Create some sort of a reward system to give your members something to work toward. This can include anything from medals to ribbons to trophies. Set up a system where players vote for each other to get certain awards, or have them make recommendations to the leader. You can even base it on in-game stats. For instance, at level 25 you get your Ground-Pounder Medal. Check out some military websites for ideas on medals and ribbons to bestow upon your members. You can give out awards for specialties such as great sniping, grenade work, good communication, tactical work…the options are limitless. Just let your players know how they can earn these awards, so they have something to work for within the clan.

Try to create a group of awards, medals, ribbons, etc. that you can build upon. For example, if someone gets the Sniper Medal, and they continue to perform well with the sniper rifle again and again, try adding something to the medal, like a star or a stripe. Or change its color to denote that the player has achieved more than just the basic award—just like in Prestige mode. Every time you reach level 55, you get a different icon. This is the same basic principle. People love to unlock things and need to have a sense of progression, so this feature will make your members want to do well.

Practice

Practice makes perfect. Or at least a fun Wednesday night. Decide how often you need to hold practices. Run at least one practice every week. Set a time and let everyone know they have to be there. This helps everyone get to know each other, and it creates a fun and comfortable atmosphere. A couple of hours should be the max for practice, especially if you're working on specific things like tactical maneuvers, weapons training, etc. Practice should be used for training and testing. Try out tactics that you've drawn up for the upcoming match. If they don't work, you can take new suggestions right then and there, and try them out to see if they work.

Another great way to practice is to set up a friendly scrimmage. Find a clan that you've played before and set up a time to battle. This is usually the best way to try out your plans. By playing against the same people all the time, you start to anticipate what everyone's going to do. Playing against someone new, it'll be a crapshoot. You can even discuss with the other clan what you need to work on and what they need to work on. Let's say your clan needs to work on getting into the barn on Overgrown. The other clan can set up camp in there, and you can try to get in. They may need practice on Wet Work and will want to run on a certain side of that map. Scrimmages are great ways to make new allies and test out your tactics.

Matches

This is where all your hard work can pay off. There are lots of places to find a battle. Just search online. There are tournaments, ladders, and leagues, and some even offer cash prizes. Find a system that works best for you and your clan. Make sure you read all of the rules before enrolling in a ladder, and make sure your members can play at the specified times. Ladders are set up in a numbered fashion, ranking you based on who attacks you and who you attack. You can only attack a certain number of "rungs" up on the ladder, and vice versa. All ladder systems are run differently, but the point is that the more you win, the higher up the ladder you climb.

Leagues are a bit different. They can be set up to knock out any teams that don't get past a certain level, or contain playoffs and tiers. Again, decide what works best for you. Online matches are extremely tense, and you'll need exceptional communication to win. Shooting alone won't always win matches, so talk it up when you need to relay intel to the team. Always be respectful. If you end up fighting a bunch of immature players and they start talking about your mom, just mute them and play on. Report them if you have to.

Intra-Clan Tournaments

You don't always have to fight other clans. In fact, some of the most fun you'll have in the game is when a rivalry is struck. *Call of Duty 4: Modern Warfare* offers an immeasurable number of combinations for private matches. Come up with something fun, like a knife-only Domination tournament, and come up with prizes for it. You can even have the clan members chip in and get a hat, or shirt, or controller, or whatever you can do for the winners. Virtual trophies with the players' names on them will work too, but stay away from the cold hard cash prizes for the most part. Experiment and have fun. That's what it's all about.

Website & Forums

There are plenty of free hosting places available on the web. Poke around and see what you can find. You'll want to have a few pages on your site to show the public that you have your act together. Your site should show people what your rules and standards are, what your requirements for recruiting are, and how you owned that clan last night. If you don't have anyone in your clan who can design a website, there are other options. You can use a cheap template that you can edit yourself, and some hosting services give you access to basic web page editing tools.

You'll also need some forums or bulletin boards. These are free of charge and easy to maintain. Forums give your members a place to talk amongst themselves. They can post about tactical ideas and suggestions, practice times, upcoming matches, tournaments, and anything the clan needs to know. Forums are a great place to do it. They also give the public a place to come and interact with you as well. When you're playing in open rooms and someone asks you if they can join, you can point them to the forums.

Forums also offer things like calendars and private messaging systems, including e-mail features. They're a must for any clan.

Clan Maintenance

You can't just say, "This is my clan name and here we go." You'll need to keep up on everything, from updating your roster to administrating your forums. Make sure you have a finger on the pulse of your clan so you know if anyone is unhappy. You want to keep morale high, or members will jump ship and find another clan. Find out what your members like and dislike. There's no better way to grow. So good luck and have fun.

CALL OF DUTY
INFINITE WARFARE

Call of Duty 4: Modern Warfare Multiplayer

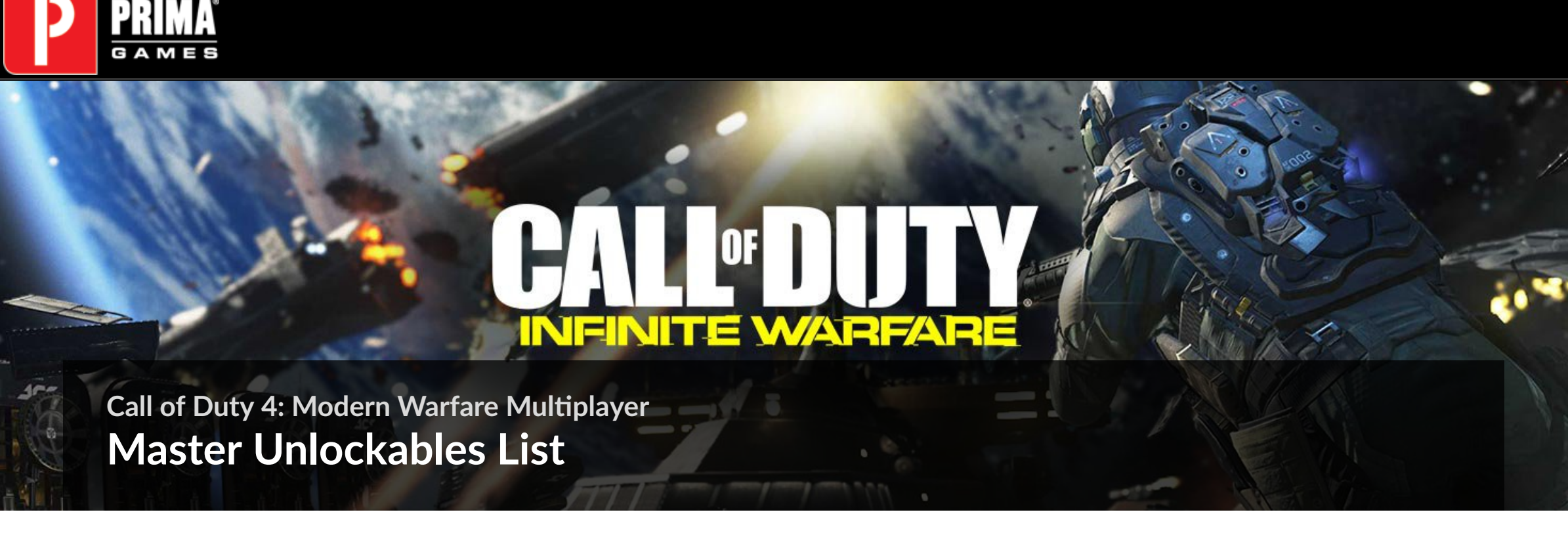
Fun

Play the game, and you'll see that you can't take one step without setting your foot in a big, steaming pile of fun.

First off, one of the most fun things to do in *Call of Duty 4: Modern Warfare* is to play in Old School mode. With higher jumps, increased health, and weapon and perk pickups, everyone's on the same level and it's a blast! Try some box-top knife-fights in Shipment. Jump up on top of the two cargo containers in the center of the map, jump, and knife each other in midair. Set up some headshot-only games, and wait for the screams of, "Oh, that's garbage! I shot you!" Cage matches are a great recruiting tool. Just throw two guys in there with each other and tell them that you only have room for one more member. The winner gets in! Man, that is mean. But fun.

Hardcore matches are fun as well. With the limited HUD and maximum damage, it's as close to real life as you can get. How about some Domination with shotguns only? Pistols-only Sabotage, anyone? How about knife-only Team Deathmatch? Try Shipment with as many players as you can cram into it. The sheer number of grenades, grenade launchers, and Martyrdom perks will have guys flying everywhere!

Call of Duty 4: Modern Warfare is a sight to behold. With so many options for the player and beautifully designed levels, perfectly tweaked weapons, and sound effects, you can't get more bang for your buck. If you were wondering how the *Call of Duty* series would fare outside of its WWII roots, wonder no more. *Call of Duty 4: Modern Warfare* is here.



Call of Duty 4: Modern Warfare Multiplayer

Master Unlockables List

Category: Features

Unlockable	How to Unlock
Demolitions Class	Achieve Rank 2
Sniper Class	Achieve Rank 3
Create-A-Class	Achieve Rank 4
Challenges	Achieve Rank 5
Clan Tag	Achieve Rank 12
Prestige Mode	Achieve Rank 55

Category: Pistols

Unlockable	How to Unlock
M9	Achieve Rank 0
M1911 .45	Achieve Rank 16
USP .45	Achieve Rank 0
Desert Eagle	Achieve Rank 43
Golden Desert Eagle	Achieve Rank 55

Category: SMGs

Unlockable	How to Unlock
Mini Uzi	Achieve Rank 13
MP5	Achieve Rank 1
Skorpion	Achieve Rank 4
AK74u	Achieve Rank 28
P90	Achieve Rank 40

Category: LMGs

Unlockable	How to Unlock
M60E4	Achieve Rank 19
M249 SAW	Achieve Rank 1
RPD	Achieve Rank 4

Category: Shotguns

Unlockable	How to Unlock
W1200	Achieve Rank 2
M1014	Achieve Rank 31

Category: Assault Rifles

Unlockable	How to Unlock
AK 47	Achieve Rank 4
M4 Carbine	Achieve Rank 10
G3	Achieve Rank 25
M16A4	Achieve Rank 1
G36c	Achieve Rank 37
M14	Achieve Rank 46
MP44	Achieve Rank 52

Category: Sniper Rifles

Unlockable	How to Unlock
SVD	Achieve Rank 22
M21	Achieve Rank 8
M40A3	Achieve Rank 3
Barrett .50cal	Achieve Rank 49
R700	Achieve Rank 34

Category: Attachments

Unlockable	How to Unlock
M203 GL	Achieve Rank 1
M1911 .45 silencer	Achieve Rank 16
m14 gl	Achieve Rank 46
Mini Uzi Red Dot Sight	Get 25 kills with this weapon
Mini Uzi Silencer	Get 75 kills with this weapon
Mini Uzi ACOG Scope	Get 150 kills with this weapon
MP5 Red Dot Sight	Get 25 kills with this weapon
MP5 Silencer	Get 75 kills with this weapon
MP5 ACOG Scope	Get 150 kills with this weapon
Skorpion Red Dot Sight	Get 25 kills with this weapon
Skorpion Silencer	Get 75 kills with this weapon
Skorpion ACOG Scope	Get 150 kills with this weapon
AK74u Red Dot Sight	Get 25 kills with this weapon
AK74u Silencer	Get 75 kills with this weapon
AK74u ACOG Scope	Get 150 kills with this weapon
P90 Red Dot Sight	Get 25 kills with this weapon
P90 Silencer	Get 75 kills with this weapon
P90 ACOG Scope	Get 150 kills with this weapon
AK 47 Red Dot Sight	Get 25 kills with this weapon
AK 47 Silencer	Get 75 kills with this weapon
AK 47 ACOG Scope	Get 150 kills with this weapon
M4 Red Dot Sight	Get 25 kills with this weapon
M4 Silencer	Get 75 kills with this weapon
M4 ACOG Scope	Get 150 kills with this weapon
G3 Red Dot Sight	Get 25 kills with this weapon
G3 Silencer	Get 75 kills with this weapon
G3 ACOG Scope	Get 150 kills with this weapon
M16A4 Red Dot Sight	Get 25 kills with this weapon
M16A4 Silencer	Get 75 kills with this weapon
M16A4 ACOG Scope	Get 150 kills with this weapon
G36c Red Dot Sight	Get 25 kills with this weapon
G36c Silencer	Get 75 kills with this weapon
G36c ACOG Scope	Get 150 kills with this weapon
M14 Red Dot Sight	Get 25 kills with this weapon
M14 Silencer	Get 75 kills with this weapon
M14 ACOG Scope	Get 150 kills with this weapon
M60E4 Red Dot Sight	Get 25 kills with this weapon
M60E4 Forward Grip	Get 75 kills with this weapon
M60E4 ACOG Scope	Get 150 kills with this weapon
M249 SAW Red Dot Sight	Get 25 kills with this weapon
M249 SAW Forward Grip	Get 75 kills with this weapon
M249 SAW ACOG Scope	Get 150 kills with this weapon
RPD Red Dot Sight	Get 25 kills with this weapon
RPD Forward Grip	Get 75 kills with this weapon
RPD ACOG Scope	Get 150 kills with this weapon
W1200 Red Dot Sight	Get 25 kills with this weapon
W1200 Forward Grip	Get 50 kills with this weapon
M1014 Red Dot Sight	Get 25 kills with this weapon
M1014 Forward Grip	Get 50 kills with this weapon
SVD ACOG Sight	Get 100 Kills with this weapon
M21 ACOG Sight	Get 100 Kills with this weapon
M40A3 ACOG Sight	Get 100 Kills with this weapon
Barrett .50 cal ACOG Sight	Get 100 Kills with this weapon
R700 ACOG Sight	Get 100 Kills with this weapon

Category: Weapon Camo

Unlockable	How to Unlock
Mini Uzi Desert Camouflage	Achieve Rank 13
Mini Uzi Woodland Camouflage	Achieve Rank 13
Mini Uzi Digital Camouflage	Get 25 headshots with this weapon
Mini Uzi Blue Tiger Camouflage	Get 75 headshots with this weapon
Mini Uzi Red Tiger Camouflage	Get 150 headshots with this weapon
MP5 Desert Camouflage	Achieve Rank
MP5 Woodland Camouflage	Achieve Rank
MP5 Digital Camouflage	Get 25 headshots with this weapon
MP5 Blue Tiger Camouflage	Get 75 headshots with this weapon
MP5 Red Tiger Camouflage	Get 150 headshots with this weapon
Skorpion Desert Camouflage	Achieve Rank
Skorpion Woodland Camouflage	Achieve Rank
Skorpion Digital Camouflage	Get 25 headshots with this weapon
Skorpion Blue Tiger Camouflage	Get 75 headshots with this weapon
Skorpion Red Tiger Camouflage	Get 150 headshots with this weapon
AK74u Desert Camouflage	Achieve Rank 28
AK74u Woodland Camouflage	Achieve Rank 28
AK74u Digital Camouflage	Get 25 headshots with this weapon
AK74u Blue Tiger Camouflage	Get 75 headshots with this weapon
AK74u Red Tiger Camouflage	Get 150 headshots with this weapon
P90 Desert Camouflage	Achieve Rank 40
P90 Woodland Camouflage	Achieve Rank 40
P90 Digital Camouflage	Get 25 headshots with this weapon
P90 Blue Tiger Camouflage	Get 75 headshots with this weapon
P90 Red Tiger Camouflage	Get 150 headshots with this weapon
AK 47 Desert Camouflage	Achieve Rank
AK 47 Woodland Camouflage	Achieve Rank
AK 47 Digital Camouflage	Get 25 headshots with this weapon
AK 47 Blue Tiger Camouflage	Get 75 headshots with this weapon
AK 47 Red Tiger Camouflage	Get 150 headshots with this weapon
M4 Desert Camouflage	Achieve Rank 10
M4 Woodland Camouflage	Achieve Rank 10
M4 Digital Camouflage	Get 25 headshots with this weapon
M4 Blue Tiger Camouflage	Get 75 headshots with this weapon
M4 Red Tiger Camouflage	Get 150 headshots with this weapon
G3 Desert Camouflage	Achieve Rank 25
G3 Woodland Camouflage	Achieve Rank 25
G3 Digital Camouflage	Get 25 headshots with this weapon
G3 Blue Tiger Camouflage	Get 75 headshots with this weapon
G3 Red Tiger Camouflage	Get 150 headshots with this weapon
M16A4 Desert Camouflage	Achieve Rank
M16A4 Woodland Camouflage	Achieve Rank
M16A4 Digital Camouflage	Get 25 headshots with this weapon
M16A4 Blue Tiger Camouflage	Get 75 headshots with this weapon
M16A4 Red Tiger Camouflage	Get 150 headshots with this weapon
G36c Desert Camouflage	Achieve Rank 37
G36c Woodland Camouflage	Achieve Rank 37
G36c Digital Camouflage	Get 25 headshots with this weapon
G36c Blue Tiger Camouflage	Get 75 headshots with this weapon
G36c Red Tiger Camouflage	Get 150 headshots with this weapon
M14 Desert Camouflage	Achieve Rank 46
M14 Woodland Camouflage	Achieve Rank 46
M14 Digital Camouflage	Get 25 headshots with this weapon
M14 Blue Tiger Camouflage	Get 75 headshots with this weapon
M14 Red Tiger Camouflage	Get 150 headshots with this weapon
MP44 Desert Camouflage	Achieve Rank 52
MP44 Woodland Camouflage	Achieve Rank 52
MP44 Digital Camouflage	Get 25 headshots with this weapon
MP44 Blue Tiger Camouflage	Get 75 headshots with this weapon
MP44 Red Tiger Camouflage	Get 150 headshots with this weapon
M60E4 Desert Camouflage	Achieve Rank 19
M60E4 Woodland Camouflage	Achieve Rank 19
M60E4 Digital Camouflage	Get 25 headshots with this weapon
M60E4 Blue Tiger Camouflage	Get 75 headshots with this weapon
M60E4 Red Tiger Camouflage	Get 150 headshots with this weapon
M249 SAW Desert Camouflage	Achieve Rank
M249 SAW Woodland Camouflage	Achieve Rank
M249 SAW Digital Camouflage	Get 25 headshots with this weapon
M249 SAW Blue Tiger Camouflage	Get 75 headshots with this weapon
M249 SAW Red Tiger Camouflage	Get 150 headshots with this weapon
RPD Desert Camouflage	Achieve Rank
RPD Woodland Camouflage	Achieve Rank
RPD Digital Camouflage	Get 25 headshots with this weapon
RPD Blue Tiger Camouflage	Get 75 headshots with this weapon
RPD Red Tiger Camouflage	Get 150 headshots with this weapon
W1200 Desert Camouflage	Achieve Rank
W1200 Woodland Camouflage	Achieve Rank
W1200 Digital Camouflage	Get 25 headshots with this weapon
W1200 Blue Tiger Camouflage	Get 75 headshots with this weapon
W1200 Red Tiger Camouflage	Get 150 headshots with this weapon
M1014 Desert Camouflage	Achieve Rank 31
M1014 Woodland Camouflage	Achieve Rank 31
M1014 Digital Camouflage	Get 25 headshots with this weapon
M1014 Blue Tiger Camouflage	Get 75 headshots with this weapon
M1014 Red Tiger Camouflage	Get 150 headshots with this weapon
SVD Desert Camouflage	Achieve Rank 22
SVD Woodland Camouflage	Achieve Rank 22
SVD Digital Camouflage	Get 25 headshots with this weapon
SVD Blue Tiger Camouflage	Get 75 headshots with this weapon
SVD Red Tiger Camouflage	Get 150 headshots with this weapon
M21 Desert Camouflage	Achieve Rank 7
M21 Woodland Camouflage	Achieve Rank 7
M21 Digital Camouflage	Get 25 headshots with this weapon
M21 Blue Tiger Camouflage	Get 75 headshots with this weapon
M21 Red Tiger Camouflage	Get 150 headshots with this weapon
M40A3 Desert Camouflage	Achieve Rank
M40A3 Woodland Camouflage	Achieve Rank
M40A3 Digital Camouflage	Get 25 headshots with this weapon
M40A3 Blue Tiger Camouflage	Get 75 headshots with this weapon
M40A3 Red Tiger Camouflage	Get 150 headshots with this weapon
Barrett .50 cal Desert Camouflage	Achieve Rank 49
Barrett .50 cal Woodland Camouflage	Achieve Rank 49
Barrett .50 cal Digital Camouflage	Get 25 headshots with this weapon
Barrett .50 cal Blue Tiger Camouflage	Get 75 headshots with this weapon
Barrett .50 cal Red Tiger Camouflage	Get 150 headshots with this weapon
R700 Desert Camouflage	Achieve Rank 34
R700 Woodland Camouflage	Achieve Rank 34
R700 Digital Camouflage	Get 25 headshots with this weapon
R700 Blue Tiger Camouflage	Get 75 headshots with this weapon
R700 Red Tiger Camouflage	Get 150 headshots with this weapon

Category: Challenges

Unlockable	How to Unlock
M16 Marksman, M16 Expert, Ak47 Marksman, AK47 Expert, MP5 Marksman, MP5 Expert, M249 SAW Marksman, M249 SAW Expert, RPD Marksman, RPD Expert, W1200 Marksman, W1200 Expert, M40A3 Marksman, M40A3 Expert	Achieve Rank 5
M21 Marksman, M21 Expert	Achieve Rank 7
Boot Camp Tier 1 (Radar Inbound, Airstrike Inbound, Chopper Inbound, Flyswatter)	Achieve Rank 9
M4 Marksman, M4 Expert	Achieve Rank 10
Boot Camp Tier 2 (Marathon, Base Jump, Goodbye, Crouch Shot)	Achieve Rank 12
Mini-Uzi Marksman, Mini-Uzi Expert	Achieve Rank 13
Boot Camp Tier 3 (Prone Shot, Grenade Kill, Point Guard, X-Ray Vision)	Achieve Rank 15
Boot Camp Tier 4 (Vandalism, Exposed, Backdraft, Knife Veteran)	Achieve Rank 18
M60E4 Marksman, M60E4 Expert	Achieve Rank 19
Operations Tier 1 (FFA Victor, Team Player, SD Victor, MVP TDM)	Achieve Rank 21
SVD Marksman, SVD Expert	Achieve Rank 22
Operations Tier 2 (Hardcore Team Player, Sabotage Victor, MVP THC	Achieve Rank 24
G3 Marksman, G3 Expert	Achieve Rank 25
Operations Tier 3 (Bomb Down, Bomb Defender, Bomb Planter, Hero, Last Man Standing)	Achieve Rank 27
AK74u Marksman, AK74u Expert	Achieve Rank 28
Killer Tier 1 (Claymore Shot, Assault Expert, SMG Expert, LMG Expert)	Achieve Rank 30
M1014 Marksman, M1014 Expert	Achieve Rank 31
Killer Tier 2 (Last Stand Veteran, Master Chef, Airstrike Veteran, Chopper Veteran)	Achieve Rank 33
R700 Marksman, R700 Expert	Achieve Rank 34
Killer Tier 3 (Stun Veteran, Multi-RPG, Martyrdom Veteran, Clay More)	Achieve Rank 36
G36c Marksman, G36c Expert	Achieve Rank 37
Killer tier 4 (Stealth, Invisible, Counter-Claymore, Counter-C-4)	Achieve Rank 39
P90 Marksman, P90 Expert	Achieve Rank 40
Humiliation Tier 1 (Airborne, Multi-frag, Carpet Bomb, MG Master)	Achieve Rank 42
Humiliation Tier 2 (Slasher, Multi-C-4, Hot Potato, Car Bomb	Achieve Rank 45
M14 Marksman, M14 Expert	Achieve Rank 46
Humiliation Tier 3 (Backstabber, Flashbang Veteran, Misery Loves Company)	Achieve Rank 47
Humiliation Tier 4 (Ouch, Rival, Cruelty, Think Fast)	Achieve Rank 48
Barret .50cal Marksman, Barret .50cal Expert	Achieve Rank 49
Humiliation Tier 5 (Think Fast Stun, Think Fast Flash, Return to Sender, Blindfire)	Achieve Rank 50
Elite Tier 1 (The Brink, Collateral Damage, The Edge, Flawless)	Achieve Rank 51
MP44 Expert	Achieve Rank 52
Elite Tier 2 (Tango Down, Hard Landing, Extreme Cruelty, Fast Swap, Star Player, How the?, Dominos)	Achieve Rank 53
Elite Tier 3 (No Secrets, Afterburner, Air Superiority, Fearless, Counter-MVP, Invincible, Survivalist)	Achieve Rank 54

Category: Perk 1

Unlockable	How to Unlock
C-4 x2	Achieve Rank 1
Special Grenade x3	Achieve Rank 1
RPG-7 x2	Achieve Rank 2
Claymore x2	Achieve Rank 23
Frag x3	Achieve Rank 41
Bandolier	Achieve Rank 32
Bomb Squad	Achieve Rank 14

Category: Perk 2

Unlockable	How to Unlock
Stopping Power	Achieve Rank 1
Juggernaut	Achieve Rank 1
Sleight of Hand	Achieve Rank 20
Double Tap	Achieve Rank 29
Overkill	Achieve Rank 38
UAV Jammer	Achieve Rank 11
Sonic Boom	Achieve Rank 1

Category: Perk 3

Unlockable	How to Unlock
Extreme Conditioning	Achieve Rank 1
Steady Aim	Achieve Rank 1
Last Stand	Achieve Rank 8
Martyrdom	Achieve Rank 17
Deep Impact	Achieve Rank 1
Iron Lungs	Achieve Rank 26
Dead Silence	Achieve Rank 44
Eavesdrop	Achieve Rank 35